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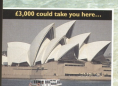
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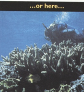
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COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners *(to be launched on May 20)*.

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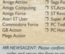
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Y IN PARIS FOR YOUR NEWSAGENT TOO!



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Arnold Schwarzenegger is thinking big with his $100 million summer blockbuster, *Last Action Hero*. We take an in-depth look at this fantasy-action adventure, who's star...

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...talks to SEGA FORCE MEGA about his life, loves and how being a parent has led to a rethink of the Arnold Icon for the Nineties. And then there's our mega exclusive preview straight from the States and Sony Imagesoft. This is just such crucial stuff....

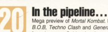


Arnold Schwarzenegger says 'No more blood and gore', but he wants us all to...

Play the game

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If you like this issue of SEGA FORCE MEGA you should seriously consider our special introductory subs offer. Miss it and be miffed, or biffed, or something.



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Design a game for Imagitec and take home a share of £10,000. Your ideas could make the big time in this exclusive competition, even get famous — wow.

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Welcome to a wondrous world without end, a kaleidoscopic, stereophonic galaxy of delight, gently spiralling into uncharted regions of space, a . . . erm . . . Oh, all right then, welcome to a new Mega Drive mag!

Hold your horses, though, this isn't your ordinary, everyday, common-or-garden kinda magazine — this is SEGA FORCE MEGA. We're talking the pinnacle of perfection here: Quality with a capital 'Q', Integrity with a capital 'I', and probably a few game reviews, too.

Hatched from the glorious golden egg that was SEGA FORCE, this new 16-bit monthly is set to blaze a trail across Sega Land, providing the most accurate, up-to-the-minute reviews of the latest Mega Drive and Mega-CD games, as well as tips for the toughest challenges and news of the latest releases.

Those who knew SEGA FORCE should recognise the team emerging blinking from the gloom of multi-format land, out into the glorious sunshine that beats down daily on 16-bit City.

Yep, we've still got Ian Chubb (re)designing our pages, Adrian Pitt deputising to his heart's delight, Matthew Yeo production editing, Warren Lapworth looking after the text, Paul 'Paz' Wooding tipping and mapping and last, but by no means sober, our latest recruit Tim Hirschmann (who supplements his massive income as a part-time barman).

Only the question remains . . . who the hell am I? The name's at the bottom of the column, there, and like it says, I'm the Managing Editor — which means I get all the credit when things go right and a right royal kicking if they don't.

Oh yeah, I also get to visit to the Summer CES show in Chicago, which I'm on my way to as soon as I finish writing this. Hope you enjoy the new look and the new mag, write and tell us.
Steve Shields, Managing Editor



Sega is almost here, virtually

Chicago, 3 June 1993

After reports earlier this year that Sega intended launching a home virtual reality system, the USA branch unveiled its release plans today at the Summer Consumer Electronics Show.

With no surprise to the gathered journos, it has been named Sega VR, and should go on sale in the States around September time. No advance dates for a British release were given, so we can only hope it won't be too long after.

The all-in-one headset is claimed to 'totally isolate' the games player from the real universe. It incorporates both audio and video features, using two LCD screens, offset from each other to give the illusion of depth, and a motion detector to feedback the player's head movements to the computer processor.

Three titles are in development — *Virtual Tank, Virtual Cyberspace* and *Virtual Flying.* No prices for either games or the Sega VR unit were available, but sources have indicated that the headset should come in at under the $200 mark (around £300).

Also shown was the Arcade Power Stick II — the kind of next-generation controller needed for games like *Street Fighter II.* It should be available here in September, priced £34.99, part of a new roll-out of peripherals designed to match the new Mega Drive II.



Handsome in black: the Arcade Power Stick II — a new controller range

Tecmagik Toons

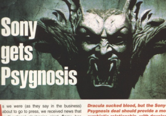
Further to our hot news piece in SEGA FORCE 18, we've secured first pics of the two latest **TecMagik** games. Based on classic cartoons, both *The Pink Panther* and *Sylvester and Tweety* are winging their way to the Mega Drive later in the year.

As you can see from the screenshots, both games are looking great. They feature smooth platform action, with a dollop of wacky cartoon fun thrown in for good measure.

The Pink Panther and *Sylvester and Tweety* are scheduled for an autumn release. We'll have the first full reviews in a few months.







Sony gets Psygnosis

Dracula sucked blood, but the Sony-Psygnosis deal should provide a more symbiotic relationship, with development money, ideas and good games flowing both ways.

As we were (as they say in the business) about to go to press, we received news that multi-national electronics giant, **Sony**, has purchased British software developer **Psygnosis**. This will open all kinds of doors for both companies, as Liverpool-based Psygnosis are known throughout the industry as a top producer of console games and Sony can provide worldwide distribution on a massive scale.

Pioneers of advanced 16-bit computer software and veterans of the 8-bit computer era, Psygnosis have released winning titles such as *Shadow Of The Beast II* and *Lemmings* for consoles under the Japanese Sunsoft label. They'll continue to produce games under their own name but will also develop products for Sony's video games division, **Sony Imagesoft**.

Out already from Sony Imagesoft are *Hook*, *Sewer Shark* and *Night Trap*. The latter two are based around digitised video footage, which Sega sees as the Mega-CD's main selling point. Future releases will expand on this with games such as *Bram Stoker's Dracula*, *Last Action Hero* and *Cliffhanger*, all due out later this year.

Games for Olaf

Dracula was developed by **Psygnosis** in-house and they're aiming to release more CD games in 1993, including the already infamous *Microcosm*, where players pilot a miniaturised submarine through a human body.

Both sides seem happy about the venture. **Olaf Olafsson**, President of Sony Electronic Publishing and Sony Imagesoft, said: 'We're very excited about this deal and its impact on the future of both our companies. Psygnosis has unique technological expertise which stimulates the developer's creativity and enhances the gameplaying experience.'

Jonathan Ellis, Psygnosis's managing director, commented: 'We are delighted and very excited at the prospect of working with Sony Electronic Publishing. The alliance of two such highly complementary companies will enable us to benefit from each other's strengths and talents, and continue our growth and market penetration within the home entertainment industry worldwide.'

This is another big step into Europe for Sony, following their distribution deal with **TecMagik** last month and their handling of the MD football game, *Sensible Soccer*. Watch out for them, they're a major force to be reckoned with in Europe over the coming months.

Cosmic Codemasters

After the success of Micro Machines' unusual, exciting race tracks and the eggy hero, Dizzy, Leamington-based Codemasters are launching a new hero onto the MD. Linus Spacehead's Cosmic Crusade follows the adventures of a courageous space explorer who's out to prove that he's discovered planet Earth. Spacehead sets out to buy a spaceship and prove to his people that he isn't just another jerk in orange jumpsuit and red pants. Expect to see his arcade adventure later in the year on Mega Drive .

Sad Sonic tales...

After much bluster and hype, the UK got its first taste of ***Sonic The Comic*** at the end of May. The 95p fortnightly publication promises much **Sega** gaming heroism in its pages.

Headed by veteran comic (and video gaming) magazine editor, **Richard Burton**, this was a golden opportunity to give some life back to regular comics through material familiar to millions of Mega Drive and Master System enthusiasts. Sad to say, it's got off to a poor start.

Of the 36 pages in issue one, only 17 are strips: Sonic The Hedgehog; Shinobi — The Fear Pavilion; and The Legend of the Golden Axe. The latter contains the best artwork (**Mike White**) and a script that shows development-promise (**Mark Eyles** — a founder of the famous veteran Spectrum and C64 software house, Quicksilver).

The eponymous strip has a too-juvenile script and banal art, making Sonic look like a Pentel fibre tip rough for something much better.

Perhaps **Fleetway** simply didn't cough up a large enough fee, but it makes you wonder what's happened to comic-strip art when the picture frames — a key element of any comic's design — are as untidy as this. And why does Dr Robotnik keep cracking Dizzy-style egg jokes?

It's encouraging to think that console games — and **Sega** ones, especially — might lead a much-needed revival for British comics, but that wish will have to wait for something much tighter, much cleverer and much better value for money than *Sonic The Comic*.

UnSonic: poor art and turgid scripts make a sad launch for the blue spinner's British comic strip debut.

STREET COLLECTOR

You can hardly have missed the colourful 52-page *Street Fighter II Official Sticker Album* from **Merlin Collections** that comes with this first SEGA FORCE MEGA. And you got a starter pack of *Street Fighter II* stickers to go with it.

The album's designed as a detailed playing guide to the fabled game and gives you a head-start ready for when the MD version hits the shops in October (unless you've already sneaked some practice on the Super Nintendo version, but we don't talk about that, do we?).

Albums and stickers are in the shops now, but as a SEGA FORCE MEGA reader, you get the album free. There are a total of 240 stickers in the collection, some in puzzle form, some in singles and 24 on metal foil.

If you don't want to put them in the album or you end up with multiples, adorn yourself or inoffensive furniture with them. Better still, swap duplicates with friends.

Your numbers up

Although the album was produced with every care, as is the way of things, some small numbering errors in the sticker boxes cropped up. They've been corrected now, but because of schedules, there wasn't time to put them right to include with SEGA MEGA FORCE. As long as you're warned, however, you shouldn't have any problems.

The affected pages are 23, 26 and 43. On page 23 the six-sticker block is a duplication of the one on the previous page and should, of course, read:

103-104-105
106-107-108

On page 26, the three-sticker block should read:

115-116-117

Sticker No 118 is correct on page 28.

On page 43, the horizontal two-sticker block at the top of the page should read:

198-199

And with that sorted out, everything else should be a doddle, unlike playing the game...

The monsters are coming!



Sega plans to steal **Nintendo**'s thunder, from the box office to the shops' shelves. Their rivals have their own movie, *Super Mario Bros* starring **Bob Hoskins**, but **Sega** have first gaming rights to something *much* bigger: **Steven Spielberg**'s *Jurassic Park*. (Although it has to be said, in all fairness, that Nintendo's coverage will be coming in the form of the game developed by Ocean — but that's another story...)

This guaranteed monster hit arrives to the tune of more millions of dollars in production and advertising than most small countries have in their treasuries. Tons of licensed products are riding on its coat-tails and **Sega**'s Multimedia Studio in the States is responsible for making *Jurassic Park* one cool video game.

Sega are developing the Mega-CD version using powerful Silicon Graphic workstations to generate animation sequences. These give artists and designers the utmost in quality and, more importantly, the ability to surpass the 'limits' of **Sega**' hardware for more colours and smoother animation.

Using CD means plenty of space and high-quality sound, but only if the creativity and work is put in; prehistoric noises were sampled from around swamps and marshes, for example.

Fantastic in plastic

The cartridge version of *Jurassic Park* is due in August, less than two months after the film's release — it will be pulling the crowds long after that. The Game Gear conversion's popping from the oven in September and Mega-CD *Jurassic Park* will show in October, so you've time to save for the hardware. Believe us, you're going to want this CD baby.

Horizon Hobbies make amazing vinyl models based on just about everything you can hope for in the way of sci-fi, horror and movie creatures, so naturally they've *Jurassic Park* dinosaurs. They're 1/19th scale and include Raptol (a Velociraptor), Spitter (Dilophosaur), and Rex (a Tyrannosaurus Rex, naturally).

Kenner have impressive models, too, to go with their *Jurassic Park* action figure range. The figures are nothing out of the ordinary but the dinosaurs, complete with injury scars, are remarkably realistic for toys — they even roar! Rex is particularly impressive.

With comics, trading cards (see separate item, 'Trading Cases'), T-shirts and more, *Jurassic Park* is going to be this year's summer craze. ■ **Marshal Rosenthal**



Robocop vs Terminator

The two metallic movie monsters are set to slug it out in a new game from top software company, **Virgin Games**. Based on the **Dark Horse** comic published as a four-part mini-series last year, the *RoboCop Vs Terminator* games puts you in control of Officer Murphy (aka RoboCop) as he encounters hordes of steel Arnie skeletons.

According to the comic, RoboCop's operating system develops into the software for the human-hating Skynet computer responsible for Terminators in the future. The game's platform-based and features ED-209, gun-toting thugs and high-tech killing machines.

RoboCop Vs Terminator will be out on all Sega formats before Christmas . We'll keep you posted on how great it's looking!



Philips put 'e' before 'i'



If you thought the Mega-CD was the first commercially-available CD-ROM machine, you'd be wrong. **Philips**, pioneers of much modern technolog — the video recorder, audio tape cassette and compact disc, to name a few — have had their little baby, the CD-i, on the market for a good two years now, and though it's never been hyped up to the same level as **Sega**'s latest addition, it's starting to share the limelight.

CD-i stands for Compact Disc interactive, and with the latest release, you can truly be at one with your CD player! Billed as the ultimate entertainment experience, *eScape* delivers nightclub music and visuals to your home (bouncers not included).

Get down and boogie with eScape

Trading cases

Remember bubble gum cards? American manufacturers dropped the gum long ago and they were renamed trading cards — because you trade them with friends to get a complete set.

The **Topps** company is one of the biggest trading card makers. They created Bazooka Joe bubble gum and have been around forever, it seems. Baseball and basketball cards are losing thunder to the newer interest in movie and comic-based sets, and **Topps** have risen to the bait with *Batman: The Animated Adventure*.

Each pack of six slick, varnished cards comes in sealed blue foil. The hundred-cart set depicts frames from the TV series, divided into subsets such as Villains, Locations and Batphamalia. Additional rare 'chase' cards consist of six different stickers, sort of like mini-cells.

Stars of screen and page

The second and bigger blow of this one-two punch is Topps' massive 140-card *Star Wars Galaxy* set. Rather than just movie photos (anyone remember the 1977/78 set?), these trading cards feature pictures from **George Lucas**'s archives, reproductions of foreign, costume sketches, *Star Wars* posters and production art.

The best part is that over 50 of today's influential comic-book artists were brought in to draw characters and scenes — guys like **Sam Keith**, **George Perez**, **Bill Sienkiewicz**, **Brett Blevins** and **Cam Kennedy**. The 'chase' cards are etched foil cards by another fan-favourite artist, **Walt Simonson**.

As if those weren't enough to get the punters panting, Topps also have the rights to *Jurassic Park* and *Last Action Hero* movie cards. It'd be quicker to give them a licence to print money... ■ **Marshal Rosenthal**



Aladdin sane

We've just received news that **Disney** and **Virgin Games** are producing a Mega Drive game based on the Oscar-winning animated film, *Aladdin*. The companies are joining forces for what's rumoured to be a 16 Meg cart.

With more and more games boasting 16 Megs of action, how will *Aladdin* differ? Apparently, *Virgin* are using the talents of animators who worked on the overwhelmingly successful movie, and new programming techniques are being utilised to give the game a unique feel.

The team of over ten Disney animators are using the same film cartoon techniques. A rough framework's drawn from real people (rotoscope) and extreme animation (such as someone's arm stretching) is developed from the basic shape. All images are cleaned up to give sharp, clear edges.

Sega's DSP

Unlike other Mega Drive games, *Aladdin*'s animation will run at a speedy 60 frames per second — twice as fast as ordinary games. The high frame rate is accomplished by utilising the new Sega DSP chip, a fast microprocessor capable of handling more information than the Mega Drive's central processor. These extraordinary techniques should set a new standard in 16-bit gaming.

Not sharp enough: Aladdin gets his image cleaned up for a sharper edge

Aladdin closely follows the plot of the movie and is set in the young Arabian's home town of Agrabah. He struggles against the evil Jafar but he's aided by many friends, including the famous genie of the lamp — the one you rub well for a wish.

You must guide Aladdin through multiple platform levels, performing various tasks as you go. Bonus stages add an extra challenge.

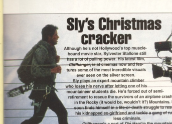
Aladdin will boast high-quality music taken from the film's acclaimed soundtrack, including such songs as *A Whole New World*, *A Friend Like Me* and *One Jump Ahead*.

Aladdin, the MD game, should hit the shelves before Christmas, to tie in with the UK release of the movie. Shazam!



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Sly's Christmas cracker





Although he's not Hollywood's top muscle-bound movie star, Sylvester Stallone still has a lot of pulling power. His latest film, *Cliffhanger*, is at cinemas now and features some of the most incredible visuals ever seen on the silver screen.

Sly plays an expert mountain climber who loses his nerve after letting one of his mountaineer students die. He's forced out of semi-retirement to rescue the survivors of an airplane crash high in the Rocky (it would be, wouldn't it?) Mountains. Sly soon finds himself in a life-or-death struggle to rescue his kidnapped ex-girlfriend and tackle a gang of ruthless criminals.

***Cliffhanger*'s a sort of *Die Hard* in the mountains, but with Arnie's *Last Action Hero* and Spielberg's *Jurassic Park* in the running this summer, poor old Sly will have to flex his muscles big time to come out on top (no pun intended).**

Sly gets clever with Sega

The good news for **Sega** owners is that **Sony Imagesoft** are handling the video game version of the movie. Mega Drive and Mega-CD *Cliffhanger* should be out before Christmas.

Now Sly Stallone's saved the day and climbed down from the mountains, he's gone on to star in yet another action/adventure flick. *Demolition Man* is due out at the end of the year and stars both Stallone and **Wesley** (*Passenger 57*) **Snipes**. Expect loads of over-the-top acting and impressive stunts from both the movie and a forthcoming **Virgin** game.

The *Demolition Man* game will feature digitised scenes from the movie and we hear Sly himself has been involved in its production (yikes!). **Virgin** are releasing it on both Mega Drive and Mega-CD.

We'll have screenshots of both blockbusters next month.

VR Specs

We've told you about **Sega**'s **VR Glasses** in SEGA FORCE (and latest news on page 6 about Sega's USA launch date) but in between we've had hands-on experience and gathered more info, writes Marshal Rosenthal (and the item below)..

The glasses look great but the technology is nothing new: liquid crystal shutters open and close at high speed; when combined with specially-adapted software, which alternates between left and right-eye images at the same rate, an illusion of depth is created. Hardly the home Virtual Reality system which some claim.

But judging by the VR boom, Sega are onto a winner. In America, there's the Virtual Reality Information Line, a 900-number service (equivalent of our 0898s) on-line 24 hours a day.

Regularly-updated interactive recordings let you to check out VR news, events, rumours, products, services... everything you'd care to know. Most amusing is 'The Guru Speaks Out', which offers sage words to the wise and opinions from pioneers in the industry. More news as we learn it — can you wait?

Goofing it up

Absolute Entertainment have acquired Disney's *Goofy*. The MD game has the big-footed guy defying the odds and making his way through a series of hilarious adventures filled with chaos and surprises. The essence of Goofy's personality — a combination of persistence and a totally clueless approach to life — should create a fun-filled title.

Football, sensible?

The Mega Drive conversion of the football game which took Amiga owners by storm, *Sensible Soccer*, has been lined up for Christmas release by **Sony**. The natural successor to *Kick Off*, it features better sights, sounds and, most important, controls.

On MD controls, button [B] passes if you tap it but shoots when you hold it down; [A] just passes and [C] shoots.

There's enhanced off-pitch presentation for options such as friendly match, cup (where you can specify the number of rounds, extra time and penalties), league (number of teams, how many times they play each other, points for a win), European Cup and Super League.

But oh calamity, disaster... there's no **Captain Sensible** soundtrack this time! **Richard Joseph** supplies the music, which can play during the match. Developed by **Sensible Software** coded by **Renegade**, *it's a* way off but should be the perfect Christmas gift.

competition

Magneto's glittering prize

The latest major storyline in **Marvel Comics**' top-selling **X-Men** titles involves the return of their nemesis, Magneto. They've teamed up with **Sega** for a massive 'Where's Magneto?' competition.

Inside summer issues of **Marvel**'s X-titles (*Uncanny X-Men*, *X-Factor*, *X-Men* and *X-Force*) are instant-win scratch cards and special clues which lead to Magneto's location. For the intellectually impaired, there are prizes for simply sending your name and address into a draw.

The prizes include limited edition trading cards, special editions of comics, a mint-condition copy of *Uncanny X-Men1* (worth $2600!) and, of course, **Sega** video games.

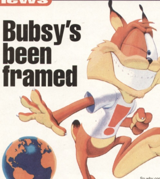
But you'd like a competition right now. Okay, check this out: An upcoming X-Men comic features a state-of-the-art Magneto hologram on the cover. It's the size of a trading card and we've snagged one of these holo stickers.

To win, answer this question: **The most popular X-Man is Wolverine. What's his skeleton made of?** Send your answer to **X-COMP, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.**



competition

Bubsy's been framed



Yes, it's true. **Accolade**'s **Bubsy** game character has been framed — in animation, that is! America's favourite bobcat has been given his own cartoon; its first showing was in America last month, during Thanksgiving Weekend.

Accolade, **Imagination Factory, Inc** and **Calico Entertainment** produced the 30-minute trailer cartoon. If feedback is favourable, Bubsy could be a regular on American television and eventually over here, too (we always get the Yank cartoons, sooner or later).

So why convert Bubsy to celluloid? Calico's award-winning producer and director, **Stanford Blum** (unfortunate name!) reckons Bubsy's the best cartoon character there's been for ages: 'He's a fast-talking, over-confident hero and lends himself perfectly to the slap-stick humour that's constant throughout the cartoon.'

What with Sonic and Bubsy cartoons (though Sonic could do better for a comic strip — see page 7), you begin to wonder who'll be next — the fisherman from *King Salmon*?

Accolade also secured rights to official Bubsy merchandising, promising to release some cool stuff — already seen are the smart beany hats. Keep your eyes peeled later this year for anything bearing your favourite bobcat — Bubsy!

Software, bumpy ride

The latest computer workstations and software are making games better looking and easier to produce. Aside from the Silicon Graphics systems (see 'The Monsters Are Coming'), packages such as *SoftImage* (from the company of the same name) produce amazing results, such as the three-minute film on **Sega**'s *Virtua Racing* coin-op. Once the graphics are designed, the software concentrates on 3D animation of the race course and pit crew.

This pales into insignificance compared to the wraparound simulation ride, *Megalopolice: Tokyo City Battle*, a complex predicted view of the future. The film took three full-time *SoftImage* operators, a production team, art and sound directors months to complete. One software module, *Actor*, created character movement, as well as explosions with realistic debris bouncing off walls.

The mechanical factor is the **Sega** AS-1 'Motion Theater'. Essentially a passive flight simulator, the AS-1 weighs 3.4 tons, seats up to eight people and gives the sensation of being there.

Lower-tech versions of this concept made ripples in the past but their grainy films and limited movement are positively archaic compared to the next wave of simulation rides. Hang onto your hat…



Report: Marshal Rosenthal

Capcom collectibles

If you can't get enough of *Street Fighter II* (and let's face it, who can't?), take a look at the goodies **Capcom** have cooked up for ya. There's loads of merchandise for the die-hard *SF II* collector to choose from. Prices range from the sensible to the ridiculous. In Japan, metal miniatures are available in two sets of four characters (Mat's got them both!). They cost around £12 per set each and are becoming rare.

The best items are the massive model kits — a whopping 15 inches tall! Once assembled and painted, these figures look brill. However, they'll set you back about £40.

Also available are *Street Fighter II* sound effect key rings, biscuits, posters, jigsaws and even cuddly toys(!)

Now the bad news. Most of this stuff is only available in Japan at the moment, but once *Street Fighter II: Champion Edition* is released, expect to see loads of merchandise in the UK, too.

For details of the less impressive *SF II* action figures from **Hasbro** and how to get hold of them, check out the inside-front and inside-back cover of your *Street Fighter II Official Sticker Album*.



XXX certificates all round?

With all the scandal and gossip surrounding **Sega** games after misinformed MPs and journalists got their teeth into *Night Trap* on Mega-CD, it's no surprise *Sega* are putting ratings on games, just like movies.

What's a trifle unexpected is that the directive comes from **Sega**'s American headquarters. The idea gives parents a way to gauge the amount of violence or 'inappropriate' material a game contains, and so know what little Johnny shouldn't be playing.

Those all-unimportant ratings are:

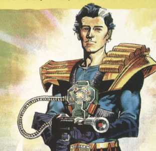
GA: General Audiences
MA-13: Parental discretion advised
MA-17: Adults only

Keep in mind these classifications are a voluntary action, not one of those **Nintendo** do-or-die things. Who's going to enforce the ratings? Will stores refuse to sell you a game because your parents aren't standing over your shoulder? Do you have to be over 18 to buy MA-17 games?

While many will gravitate to 'violent' MA-17 games, such as **Acclaim**'s grisly *Mortal Kombat* coin-op conversion, there's an upsurge in games featuring cute, mischievous, little guys.

In addition to **Konami**'s *Rocket Knight* and *Aero the Acrobat* from **Sunsoft**, there's the undoubtedly sweet *Aladdin* and **Tradewest**'s *Plok*, starring a hero with a heart of gold and joints of pure velcro (?!). Even Schwarzenegger's moving away from extreme violence, starting with *Last Action Hero* (see feature beginning on page 14), so there *must* be money to be made. ■ **Marshal Rosenthal**

THE ULTIMATE CHALLENGE IS HERE...



The countdown has begun, lasers are fully charged, the Labyrinth is ready for action. Laser Quest, the ultimate sci-fi laser adventure is waiting for you.

As you pull on your laser pack you become a space age warrior.

Now with over 50 venues across the nation, Laser Quest is the game the players prefer. We launch a new venue every week, one will be opening in your town soon. Watch for details...and be there

THIS IS NO GAME SYSTEM... THIS IS FOR REAL

ACCEPT THE CHALLENGE AT YOUR LOCAL LASER QUEST ARENA:

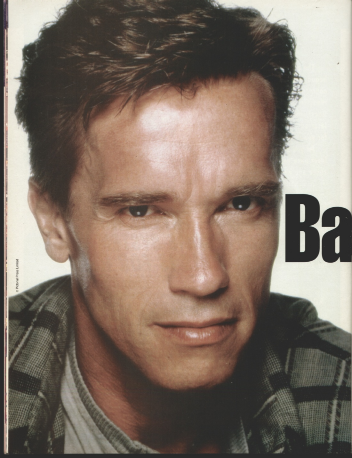
BOLTON, Cannon Cinema, 101 Bradshawgate, ...0204 388308
BRADFORD, 29-31 Westgate..............................0274 736466
CAMBRIDGE, Bradwells Court, behind Bus Station 0223 302102
CHELMSFORD, The Old Pavillion, Rainsford Rd 0245 347185
CONSTITUTION HILL, Birmingham 021 236 3311
DERBY, Roos Sports Ctr, Willow Row....................0332 202000
DONCASTER, Silver Hse, 14-28 Silver St................0302 730383
DUDLEY, Ex Odeon Cinema, Castle Hill..................0384 459795
GLASGOW, 177 Trongate, diagonally opposite M&S.....021 552 7667
HALIFAX, 1 Southgate Hse, Wards End 0422 369099
HARLOW, Hawthorn House, opposite C&As 0279 451166
IPSWICH, 12a Arcade St 0473 286045
KIDDERMINSTER, The Old Baths, Castle Road 0562 863111
KINGSTON, 155 Clarence St, opposite Options.........081 974 8484
LEEDS, Empire Arcade, Victoria Quarter.................0532 347950
LEICESTER, 171, Belgrave Gate 0533 531153
LUTON, 6-8 Park St...0582 487401
MANCHESTER, 58 Whitworth St, opposite The Ritz....061 228 2231
MANSFIELD, 15 Market St..................................0623 634571
NEWCASTLE-UPON-TYNE, Waterloo St 091 261 5534
NOTTINGHAM, No 1 Hockley...............................0602 589178
OXFORD, 9a Hythe Bridge St...............................0865 200233
READING, 100 London St...................................0734 500988
ROTHERHAM, Superbowl 2000, Wortley Road..........0709 740065
SKEGNESS, Skegness Pier, Grande Parade...............0754 765858
STOUBRIDGE, The Warehouse, High St..................0384 443939
WALSALL, Intown, Off Lichfield St 0922 33234
WEMBLEY, London Rd 081 795 1000
WIGAN, Superbowl 2000, Wallgate 0942 820225
WHITLEY BAY, Spanish City 091 252 3346
WOLVERHAMPTON, 3 Union St, by Novotel.............0902 452858

ALL VENUES OPEN 7 DAYS A WEEK

LASER QUEST

THE ULTIMATE ADVENTURE FOR MERE HUMANS

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'Something's rotten in the state of Denmark,' intones a narrator. Hamlet rides up on a horse, pulls out an Uzi 9mm and starts blowing people away. 'To be, or not to be, that is the question,' ruminates the deadly Dane, chewing on a fat cigar. He pauses a moment, flicks a lighter and says, 'Not to be,' as the castle blows up behind him. Brush up on *that* Shakespeare, sucker!

Arnold Schwarzenegger is back in town, causing all sorts of imaginary mayhem in his latest blockbuster, *Last Action Hero*, a cross between *The Wizard Of Oz* and *48 Hours* which throws in every action movie convention you can possibly think of.

A new Arnie movie is always an event to celebrate. The master of the movie universe has a shrewd idea of what his fans want and rarely disappoints them. In this case, he selected *Last Action Hero* from an estimated dozen scripts major Hollywood studios offered him.

He turned down a new project from **James** '*Terminator*' **Cameron** and a war epic in which he was scheduled to play the comic-book hero Sergeant Rock to home-in on a $100 million *the Sundance Kid*, *Misery*) and their reward was a firm commitment from Arnie.

The next task on the agenda was to find a suitable director from the select group of Hollywood 'A' list film-makers who specialise in big budget action movies like this one.

Arnold's immediate choice was **John McTiernan**, who directed him in *Predator* and went to make the fast-paced **Bruce Willis** thriller, *Die Hard*. You don't say 'No' to someone like Arnold and, with McTiernan on board, it was all systems go to make *Last Action Hero* THE blockbuster of the 1993 summer season.

But what with two months of pre-production, five months shooting and a meagre two-and-a-half months of post production, it was touch and go whether the film would be finished in time. In fact, as we write, the film is *still* in the cutting room, racing to meet its American release in early June.

This race against time is a familiar one for the unflappable McTiernan, who was faced with the same pressures on *Predator*, *The Hunt for Red October* and *Die Hard*. 'Thinking on your feet, you think better,' he says. 'Whenever you're given too *much* time, you



© Columbia Tri-Star Films (UK)

At the climax of Last Action Hero, Jack Slater leaves the silver screen to enter a theatre and defend the real Arnie.

usually out-think yourself.'

Arnie agrees: 'When someone says "You'll never make the date", it goes in one ear and out the other. I've heard it on every single movie.'

Though his name alone is enough to fill a marquee a thousand times over, the big guy has invited a few friends along the *Last Action Hero* launch party. The guest list includes

...ck in action

Film stars don't come any bigger than Arnold Schwarzenegger, a guy who has muscles in places most of us don't even have places! And *movies* don't come much bigger than Arnie's latest thud and blunder extravaganza, *Last Action Hero*. He said 'I'll be back.' He wasn't wrong.

fantasy adventure about a fatherless kid who finds himself caught up in the movie world of his favourite action hero, Jack Slater.

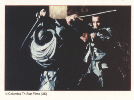
Slater is played by Schwarzenegger, who reportedly had a lot of fun taking the mickey out of his formidable screen image. The film comes as part of a massive merchandising package that includes computer games, comics and Arnie models.

The film started life as a screenplay called *Extremely Violent*, written 'on spec' for Schwarzenegger by two out-of-work university graduates, **Zak Penn** and **Adam Leff**. Penn and Leff must have thought they'd cracked it when they sold the script to **Columbia Pictures** for $150,000 (with a promise of a further $350,000 if it ever got made into a film).

But their wage packet pales into insignificance when compared to the cool million dollars the studio-paid **Shane Black** (scriptwriter of *Lethal Weapon* and *The Last Boy Scout*) to rewrite it and make it funnier and faster. However, Arnie *still* wasn't satisfied.

'We've got the best action script in town,' he said, 'but we need to get rid of some of the cruder jokes and add some depth to the relationship between Jack Slater and the boy.'

Ever eager to please, Columbia coughed-up yet another million to acclaimed screenwriter **William Goldman** (*Butch Cassidy and*



© Columbia Tri-Star Films (UK)

Damon Wayans, **Chevy Chase** and **Jean-Claude Van Damme**.

Other cameos from the movie include a scene where Slater leaves a police station and does a double-take as he runs into the T-1000 escorting *Basic Instinct*'s **Sharon Stone** (who worked with Arnold as *Total Recall*'s bad girl).

But the most bizarre guest spot is reserved for **Danny DeVito** — Arnold's twin! — who appeared as a favour to his pal. He provides the voice for an animated cat!

The film's extended climax takes place in New York's Times Square, where Arnold's new movie, *Jack Slater IV* is having its world premiere. By this time, Slater has slipped out of the movie into the *real* world. He's trailing the movie bad guys who are stalking his real-life incarnation, Arnie. Confused? The folk at **Columbia** hope you wont be!

We're sure they've no reason to worry. The film will stand on Arnold's popularity alone. Industry pundits reckon *Last Action Hero* will take $100 million even if it flops and the studio will probably make more than that from the merchandising rights.

Is there a down side to the movie? Well, it's unlikely to figure heavily in the Oscars, but Arnold needs one of those like he needs a new set of chest expanders. And we *still* think he makes a better Hamlet than **Mel Gibson**!



Early preview audiences' reactions to *Last Action Hero* sent Columbia studio heads scurrying back to the cutting room to make last-minute tweaks… A bit like finishing off games, really. Owning Columbia, it's Sony Imagesoft who are doing the game of the film of the hero, which is still under heavy development. Arnie spoke to Alan Bryce about *his* development from skinny Austrian immigrant to American dream and Marshal Rosenthal got the game low-down.

Lost in a

At a reported $100 million, *Last Action Hero* is not only one of the biggest films of 1993 (and a suitable heavyweight competitor for **Spielberg**'s dinosaur epic, *Jurassic Park*), it's also one of the most *expensive* movies ever made. The fact **Columbia Pictures** were willing to pay that kind of revenue is testament to the box office pulling power of **Arnold Schwarzenegger**, who, win or lose, takes home a pay cheque of £15 million — plus a cut of the profits!

In town with fellow action heroes **Bruce Willis** and **Sylvester Stallone**, promoting their much-publicised **Planet Hollywood** restaurant, Arnie would rather talk high-cholesterol milk shakes than low-intelligence movie mayhem. But when pressed, he reveals *Last Action Hero* is a departure for him, in that it's essentially targeted at a younger audience.

'The violence is less extreme and there's less emphasis on weaponry,' he explains. 'That was okay for the Arnold of the Eighties, but not for the Arnold of the Nineties.'

The Juggernaut roars

Austrian by birth (he was apparently a weakling as a kid), Arnie seems to be the ultimate embodiment of the American dream — ruthless, handsome, wealthy *and* an immigrant.

Even before he entered the world of movies with the title role in a sorry spoof called *Hercules Goes Bananas* (1969), his work in the body-building arena made him a very rich man indeed. But when you've been Mr Universe seven times over, you look around for new worlds to conquer. Why movies?

'As a boy, I always put myself up on the screen with my favourites like **John Wayne**, **Burt Lancaster** and **Kirk Douglas**,' he remembers. 'It wasn't the money that interested me, but the glamour and excitement of it all.'

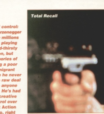
There was little of either in his early blink-and-you'll-miss-him roles as 'Arnold Stang'. But his breakthrough came when director **John Milius** signed him up for the lead in *Conan The Barbarian*, two hours of primeval savagery and swordplay that cut a deep swathe at the box office. Then his casting as the unstoppable cyborg in *The Terminator* catapulted him into the major league. The Arnold juggernaut was underway…

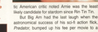
Arnie bites back

In 1986 he married **Maria Shriver**, niece of politician **Edward Kennedy**, after a lengthy courtship which began some time after their first meeting in 1977. The same year, a sarcastic American critic noted Arnie was the least likely candidate for stardom since Rin Tin Tin.

But Big Arn had the last laugh when the astronomical success of his sci-fi action flick, *Predator*, bumped up his fee per movie to a

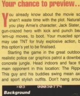
Total control: Schwarzenegger made millions from playing blood-thirsty men, but memories of being a poor immigrant ensure he never gets a raw deal from anyone again. He's had full creative control over Last Action Hero, right down to the picture's marketing.


Total Recall




Raw Deal

© Guild Home Video



Your chance to preview…

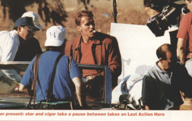
You already know about the movie so I shan't waste time with the plot. Naturally, you play Arnie's character, Jack Slater, a gun-crazed hero with kick and punch beat-'em-up moves, to boot. Your muscled sprite may use TNT for truly explosive action, but this option's yet to be finalised.

Starting the game in the great outdoors, realistic police car graphics patrol a downbeat concrete jungle. Head indoors and face the main opponent in this location: The Ripper. This guy and his buddies swing mean axes and sport stylish outfits. Don't hang around

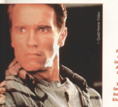


Background graphics for the penthouse scene

action



Ever present: star and cigar take a pause between takes on **Last Action Hero**





Relaxed: the new smiling image for the Arnie icon of the Nineties replaces yesteryear's lantern-jawed beast and the klutzy humour of **Twins.**

'Family entertainment without blood can have an edge, and you don't need blood or gore to have a good action movie.'
— Mark Canton, Columbia studio chief.

staggering $5 million. 'If that's not stardom,' says Arnold, taking a deep drag on his ever-present cigar, 'what is?'

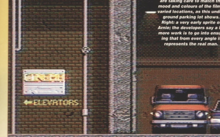
Our own popular pundit, **Clive James**, once described Arnie as 'looking like a condom filled with walnuts', and he says he *still* works hard to keep that amazing physique (Arnold, not Clive!). 'Exercise is for life,' he says cheerfully. 'Bodybuilding for me is like having great sex. It gives me a buzz.'

You are what you work off

But how does he reconcile his fitness fanaticism with his business activities as part-owner of Planet Hollywood? Surely he should be encouraging people to eat healthy, rather than stuff their face with burgers and chips?

'I have no problem with that,' says the big man, gruffly. 'The idea is that people go into Planet Hollywood and have a thousand calories. Then they go next door into one of my gyms and work it off!'

It's clear Arnie has a ready answer for anything, cholesterol included. So perhaps a career in politics will be his ▶



The game's graphic designers are taking care to match the mood and colours of the film's varied locations, as this underground parking lot shows. Right: a very early sprite of Arnie; the developers say a lot more work is to go into ensuring that from every angle it represents the real man.



and let them practice slicin' 'n' dicin' on you!

The Ripper gang can swing in all directions and attack from several angles at once. The multi-level background causes all kinds of headaches. It's worst when adversaries are above you and swing down in an often successful attempt to part your hair down through your toes.

Cut to the chase

Survive and it's on outside, past the Dino Park (shades of *Jurassic Park*) and up that classy, glassy skyscraper. At the top is a sweet penthouse pad, but you're unlikely to get a chance to relax.

Among the platform shoot-'em-up and beat-'em-up sections is an action ▶

next step? Arnie for President? We can hear it now, 'You're a funny guy, Saddam, and that's why I'm going to kill you last!'

Though best known for movies where character is defined by how many times you blink when somebody shoves a gun in your face, Arnold has successfully detoured into hit comedies like *Twins* and the soft-hearted *Kindergarten Cop* without losing his core audience of fans.

Which brings us back to *Last Action Hero*, a film that's specifically tailored to a young audience. Now he's a family man with two young daughters, Arnie strenuously points out you don't need blood and guts to have a good action movie.

'Our business is like the political arena: you have to find out what the audience really wants. America is going in an anti-violence direction right now. I think people have seen enough of what violence has done in the cities.'

Having said that, *Last Action Hero* could hardly be described as a Sunday afternoon stroll in the park. It's a movie within a movie, a send-up of the *Lethal Weapon*/*48 Hours* cop genre, a breathless romp stuffed with car chases, explosions, flying bullets and bone-crunching fist fights.

It figures

The point of the film becomes clear at the end when Jack Slater (Schwarzenegger) sees his action hero skills don't work so well in the grim real world. Like *Terminator 2*, the picture simultaneously celebrates violence and makes a statement against it. 'It's called having your cake and eating it!' states Arnie with a grin. Maybe he should change cake to burger!

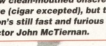
Last Action Hero is not only a movie, it's a marketing and merchandising bonanza of the first order. Big Arn himself is at the centre of Columbia's massive coordinated effort — including, for starters, a line of **Mattel** action toys, seven kinds of video game, a $20 million motion-simulated 'ride' film designed by *2001* special effects ace **Douglas Trumbull** and the first paid advertisement in space!

In keeping with film's anti-weaponry theme, the Jack Slater action dolls are unarmed and carry the message: 'Play it smart. Never play with real guns.' But so as not to disappoint youngsters who like the rough and tumble image, the 15"-high Arnolds throw a punch when you press a button and cry Jack Slater's sardonic trademark line, 'Big mistake!'

Call us old-fashioned but we *still* think 'F*@$ you, asshole!' has more of a ring to it! ■



Schwarzenegger on set for Last Action Hero



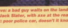
A new clean-mouthed onscreen image (cigar excepted), but the action's still fast and furious from director John McTiernan.



These pages: © Columbia Tri-Star Films (UK)





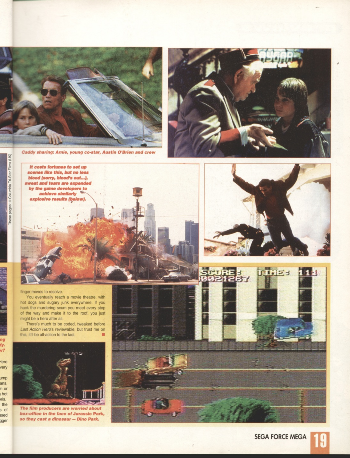


Above: a bad guy waits on the landing for Jack Slater, with axe at the ready. Left: poor police car, doesn't it know?

movie classic: the car chase. Here scrolling's just right to left, rather than every direction.

There's plenty of fun to be had as you jump over high ramps and ram the bad guy's vans. There are civilian drivers, too — avoid them or you're no action hero. Screeching along in a hot Caddy, try to avoid the pitfalls and other debris.

Then you're working your way through the garage — great moody graphics — lots of parked cars and cycles, but there's bad-assed trouble that requires quick reflexes and trigger



Caddy sharing: Arnie, young co-star, Austin O'Brien and crew

These pages: © Columbia Tri-Star Films (UK)

It costs fortunes to set up scenes like this, but no less blood (sorry, blood's out...), sweat and tears are expended by the game developers to achieve similarly explosive results (below).

finger moves to resolve.

You eventually reach a movie theatre, with hot dogs and sugary junk everywhere. If you hack the murdering scum you meet every step of the way and make it to the roof, you just might be a hero after all.

There's much to be coded, tweaked before *Last Action Hero*'s reviewable, but trust me on this, it'll be all-action to the last. ■

The film producers are worried about box-office in the face of Jurassic Park, so they cast a dinosaur — Dino Park.

Mortal Kombat

Mega Drive, Game Gear ● Acclaim ● Out: September

Move over Street Fighter II! The king of beat-'em-ups may be about to lose its crown. We check out Acclaim's awesome arcade conversion.

The most violent arcade game *ever* is due to be unleashed on **Sega** systems this autumn! *Mortal Kombat* is a 16 Meg monster of a cart under development from **Acclaim's Flying Edge** and **Probe**, who've previously been responsible for such hits as *Bart Vs The Space Mutants* and *Alien 3*.

By all accounts, *Mortal Kombat* is a direct conversion of the arcade smash — according to Probe, it features 'everything' that's in the classic coin-op.



Choose from seven martial arts experts and challenge other players or the computer to decide who's the champion. Beat the other six characters and tackle the man-monster Goro then the evil wizard, Shang Tsung. This seemingly helpless old man can change into any fighter and use any of their powers at any time!

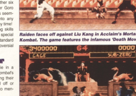
Each warrior has a range of fighting skills and, as in *Street Fighter II*, each have special attacks to master. As well as their standard moves, Probe have included the controversial 'Death Moves'.

There'll be gore on the floor

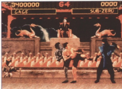
Unlike *SF II*, where beaten players lie in a crumpled heap on the floor, *Mortal Kombat's* fighters can finish off a player by ripping their spinal column out, tearing their head off or other moves too hideous and bloody to mention!

Inevitably, this has caused controversy in America, where parents were dismayed to learn of the existence of such a machine. Probe state that all the blood and gore will be included in the Sega games, whereas the Nintendo versions will have none.

If controversy alone isn't good enough to



Raiden faces off against Liu Kang in Acclaim's Mortal Kombat. The game features the infamous 'Death Moves'.











Meet Goro. His hobbies include fly-fishing, socialising and ripping fighters' heads off. Not a nice guy.

hype a game, Acclaim have announced an event known as 'Mortal Monday' on 13 September. Similar to 'Sonic 2sday', this is the date *Mortal Kombat* is due for release in the UK on all formats.

We'll have a full review of the Mega Drive and Game Gear versions soon, so until then, flex your muscles! ■

General Chaos

Mega Drive ● Electronic Arts ● Out: July

War! What is it good for? A remarkably amusing, addictive Sega strategy game, apparently. EA bring havoc, mayhem and detonation craters to the monitor screen.

If you reckon war simulations are boring, think again. EA are set to release *General Chaos*, a one-or two-player war sim with the emphasis firmly on action. You play the part of General Chaos or General Havoc, two military megalomaniacs locked in a bitter battle raging throughout their provinces of Moronica and Viceria. You aim is to capture as much land as possible by controlling a team of hand-picked soldiers.

There are four teams on offer: Demolition, Brute Force, Assault and Commandos. Each five-man team has different strengths and weapons, applied using a point and click system. The exception is the versatile Commando duo, who are controlled directly.

You need a combination of speed, skill and blind luck as you manoeuvre the squad around the battle zone, trying to pick off the enemy's men. You're not only playing for territory. Money you earn from successful battles buys medics to heal soldiers injured during battles. Medics are vital — if you leave a wounded man too long, he dies.

General Chaos is set to take the MD market by storm. Keep your eyes peeled for the full review in SEGA FORCE MEGA. ■

Five-star generals command single brain celled troops in EA's exciting new strategy games.

Rescue wounded soldiers from the battle by calling in Medics. Patched up troops are sent back to fight.

Golden Axe III

Mega Drive ● Sega ● Out: TBA

The barbarian, dwarf and Amazon woman are a familiar team, but Sega have shaken up the mixture for the third game. Once more, the sacred weapon falls into the wrong hands...

When you have a proven formula, you don't mess around. The latest hack 'n' slash instalment of *Golden Axe* picks up where the last left off. At the end of *Golden Axe 2*, the axe was returned to its protector, a dwarf, who set off to return it to its rightful resting place. At the start of *Axe 3*, the dwarf's crippled by a band of evil characters who abscond the hallowed implement.

To regain the axe, the dwarf enlists the help of four ferocious warriors: Cain, a muscle-bound mercenary, Sara, a scantily-clad Amazon woman, Proud, a brutish giant, and Cronos, a half-man, half-jaguar beast.

Like the previous outings, the heroes battle hordes of vile enemies in typical swords and sorcery scrolling levels. Characters have favourite methods of attack and their own brand of magic spells to unleash at strategic moments.

Collecting items left by defeated enemies builds up magic power. Further into the game, spells are stronger, which goes some way to make up for progressively tougher enemies.

In some stages, foes sit astride grey lizards. By taking out the rider, characters can mount lizards and use their abilities for the cause.

As the action intensifies, a second character's recommended. In two-player mode, fighters can cooperate with one another to deliver devastating combination moves. For instance, Proud can pick up his partner and hurl them at enemies.

It's also possible to combine the magic spells of two characters to let loose a decimating display of sorcery that wipes out all but the toughest stage bosses.

For fans of the classic arcade swords and sorcery game, **Sega**'s *Golden Axe 3* is an instant winner.

Gunstar Heroes

Mega Drive ● Treasure ● Out: TBA

The debut title from Treasure is an intense run-and-gun smash. It should be: Treasure was formed by people who produced *Contra III* for coin-op giants, Konami.

Gunstar Heroes is shaping up to be as graphically ingenious and brilliant as anything by Konami. The story is humdrum — two heroes rebel against invading aliens — but the action most certainly is not.

Initially, the two heroes are armed with pistols which are about as effective as pea-shooters. By picking up items, however, the guns are powered up to a Chaser (a homing shot), Lightning (a penetrating laser), Force (rapid, concentrated shooting) or Fire (a powerful flame-thrower with restricted range).

These weapon types can be combined to modify the gun's performance. In all, there are an impressive 14 gun combinations.

The heroes, Red and Blue, have different characteristics. Red is hyperactive so he does his shooting on the run and jump. He's got a nifty sliding kick to trip up enemy cannon fodder.

In contrast, Blue is cool and collected. He takes aim before firing so is much more accurate. He can't run and shoot at the same time but his jump-kick's handy.

Red and Blue faced a cavalcade of ingenious enemies and outlandish bosses. Although the number of stages hasn't been announced, it's known there are over *30* bosses. Some stages consist *entirely* of fighting them!

Stage 2, for instance, pits the heroes against Seven Force, a robot that undergoes seven transformations. It's rumoured this boss took a month to program.

Gunstar Heroes promises to be a stunning opener for Treasure — it could be the best platform shoot-'em-up on the Mega Drive when it finally appears in the UK later this year. Keep watching these pages for an in-depth look.



With loads of weapons and fast-paced action, Gunstar Heroes looks set to be a winner.

B.O.B

Mega Drive ● Electronic Arts ● Out: July

A nagging father, impatient date and teenage problems. Poor old B.O.B has a tough time of it — and on top of it all, he's an android! Confusion awaits in EA's latest platform game...

Electronic Arts are well known for their awesome sports simulations but they also do a neat line in platform games. *Rolo To The Rescue* was a corker and now they're set to launch *B.O.B* onto an unsuspecting Mega Drive.

B.O.B's the streetwise android hero who's out to meet his date one night. Borrowing his old man's space Cadillac, he races off for a night of passion and plastic piston parts.

Unfortunately, B.O.B isn't the world's most careful driver and totals his dad's motor. Stranded on a weird asteroid-type world, the metallic moron has to trek through over 45 levels in the search for his sweetheart.

We're in for a bumpy ride

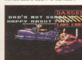
You control B.O.B and guide him through three alien worlds shown on a map screen. Complete a section and move along to the next level. When an entire asteroid is finished, B.O.B hops into another space car and zooms off to the next world.

B.O.B certainly has a strange idea about 'going on a date', as he's armed with a laser cannon and various other gadgets, which come in handy when dealing with troublesome extra terrestrials.

EA are gearing the 8 Meg *B.O.B* cart for a late July release and judging by what we've seen, it's looking hot! We'll have a full review in the next issue of SEGA FORCE MEGA. ■



Wacky weapons and goofy gadgets are the order of the day in B.O.B.



Terminator CD

Mega-CD ● Virgin Games ● Out: Winter

The original *Terminator* cartridge was a top-notch platform game right at home on the Mega Drive. Virgin Games, who produced Arnie's first adventure for all Sega systems, think the time is right to unleash the killer cyborg on the Mega-CD.



As in MD *Terminator*, you take the role of the future soldier, Kyle Reese. You've been chosen for a dangerous time travel mission to protect a woman who has the key to the survival of the human race. Sarah Connor will give birth to the leader of the future resistance. If she's killed in the past, the future will belong to Skynet and the killer machines of 2029.

The computer network has sent a model T-800 Terminator back to the year 1984. It has only one mission: kill Sarah Connor. Kyle's transported back to Los Angeles and must find Sarah before the Terminator does.

The M-CD version has been completely redesigned. Although it's still a platform game, graphics have been redrawn and Kyle Reese boasts smoother animation, as do his attackers. Backgrounds feature familiar settings from the movie, with such grisly scenes as mountains of skulls littering the future battleground as Hunter-Killers hover overhead.



Mechanised and digitised

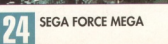
The massive memory capacity of CD allows the luxury of Full Motion Video sequences between levels. *The Terminator* features over 15 minutes of digitised film footage, showing key scenes from the blockbuster movie.

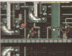
The Terminator boasts a full CD soundtrack and sound FX add atmosphere to an already eerie game. Several levels new to the game are included and three difficulty settings should





Scour a future landscape as Kyle Reese. The Super Computer Skynet launches hunter-killers and Terminators to stop you.

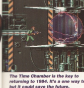




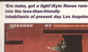
give it a long playing life.

We were recently given an EXCLUSIVE sneak peak at *The Terminator CD* and it's hot! Although the version we saw was only 60% complete, it looks like another hit for **Virgin Games**.

We'll have a massive Austrian muscleman-size review in an upcoming issue of SEGA FORCE MEGA.



The Time Chamber is the key to returning to 1984. It's a one way trip but it could save the future.



'Ere mate, got a light':Kyle Reese runs into the less-than-friendly inhabitants of present day Los Angeles.

Tecno Clash



Mega Drive ● Electronic Arts ● Out: August

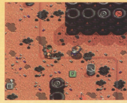
You're about to enter a strange new world ruled by marauding monsters and powerful sorcerers. Magic and technology meet in EA's latest offering.



Running a parallel existence to our world is the Inner Realm. Once a peaceful and joyous place, it's been taken over by forces of darkness. The evil Techlords have entered the Inner Realm and are using their powers to lay waste to the land and enslave the population.

The heroic wizard, Prince Ronaan, is chosen by the High Council and sets out to find the source of this evil with the help of two bodyguards, Chazz and Farrg. While tracking the monsters, Prince Ronaan's transported through a mystical portal to the Outer Realm and encounters more of the mechanical nightmares as well as their creator, Miron Stiles.

Tecno Clash is a new Mega Drive offering from the busy folks at **Electronic Arts**. With a unique mixture of RPG and platform elements, **EA** are hoping for a big hit.



Mix magic with micro circuitry and the result is Tecno Clash on the Mega Drive.

Ronaan around

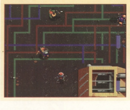
Each level's played from a bird's eye view as you guide Prince Ronaan and his bodyguards through seven locations, with over nine different levels to explore.

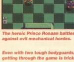
Certain tasks have to be completed before access is gained to the next stage. For example, card keys are needed to unlock doors and locate hidden rooms.

Ronaan first battles the metallic monsters alone but in later levels gains the use of first Chazz and then Farg. Each has certain talents that come in handy, such as increased firepower or strength.

Ronaan's armed with nine different combat weapons, accessed from a menu. They include lightning, fireballs, time bombs and boomerangs.

Tecno Clash is similar in appearance to the Amiga hit (and forthcoming MD cart), *The Chaos Engine*. We'll have a full review of this mammoth fantasy adventure next month.





The heroic Prince Ronaan battles against evil mechanical hordes.

Even with two tough bodyguards, getting through the game is tricky.

Switch

Mega-CD ● Sega ● Out: TBA

Those Japanese, they're so wacky. If you think their carts can be off the wall, imagine what they can do with the Mega-CD. On second thoughts, just read this.

Here's a tremendously funny and unique use of the huge memory provided by CD-ROM. In this point and click adventure, you merely get Slap, a little boy, or Stick, his canine sidekick, to press switches of your choice.

For example, in one scene, Slap finds himself in front of a photocopier. On its control panel are six buttons. One makes the copier spew green bile, with suitably nauseating sound. Another produces photocopies of Slap.

There is a story, of sorts. The switches cause strange events because the global computer system has decided it's going to be the boss and take over. Slap and Stick just may be able to get to the computer and shut it down by toggling switches.

In every scene there are about six switches. Some cycle back to an earlier scene, which is really annoying, and some let you advance; others are strictly for laughs.

There's a sinister twist behind the gags, however. If you press too many 'wrong' switches, one of 30 cities and cultural landmarks around the world is blown up. These include New York, Paris, the pyramids, the Great Wall of China and Big Ben.

Stick makes a boob

At a museum, pressing a button in front of a dinosaur skeleton brings it to life, which then cowers in fear at its new-found predicament. In a med lab, have Stick sample some of the test tubes on display — the yellow one makes him sprout breasts! Eight of them!

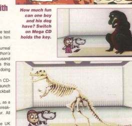
You get the idea; it's sort of like the surreal **Terry Gilliam** animations from *Monty Python's Flying Circus*. There are more than a thousand goofy reactions to the various switches this game can trigger — it would take some doing to see them all.

Switch shows a new direction in which CD-ROM can go. Plus it's a dandy title to launch the innovative mouse and handheld trackball combo from **Sega**.

Not recommended viewing for parents, as a lot of the sight gags rely heavily on the 'breaking wind and dog doo' brand of humour. All good fun, though.

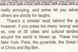
Expect to see *Switch* released in the UK later this year. We can't wait! ■

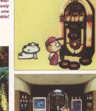
How much fun can one boy and his dog have? Switch on Mega CD holds the key.



An inquisitive mind and restless finger only add up to one thing-trouble!







Whoops! Press the wrong button and anything could happen — and it probably will.

There are over 1001 gags to be found in this forthcoming Sega game.



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Gutter Snipe

Oh, and Steve, next month I'd like a bigger dressing room, not that pokey shoebox next to the chocolate dispenser. How I'm expected to gather my thoughts in the face of a falling Mars bar, God only knows…

…And another thing, Paul's constant flatulence is a little wearing, so if you could… (Gut, you're on! —Mat). Am I? Oh figgy-pudding heck!

Errrrr… hello! Welcome to the… well, I presume it's the letters section, seeing as it says so up there. I mean, if it said 'lettuce section', I'd be offering a step-by-step guide to salad-tossing, reeling off a few well chosen gardening tips for our Mancunian readers and, for those overdosing on *Baby Bio*, advising a suitable refuge where, for a small fee, inmates can detoxify at their own pace with a deckchair and a Dick Francis.

If, by no fault of your own, you're unfamiliar with my purple prose and personal hygiene problems, I am Gutter Snipe, Letters Editor of this quaint yet worldly-wise magazine-cum-marital aid. Old timers will recognise the name from my correspondence with readers in a magazine these philistines once produced called SEGA FORCE.

Now I've gone upmarket and, so fans and newcomers alike can get used to the 'new me', I'll take you through my section bit by bit, explaining what's socially acceptable. Cue Mr Designer (I'd like a headline next, if you'd be so frivolous?).

THE SAD DRONGO FAN CLUB

Yes indeedy, I can safely say we have a few 'empty vessels' out there in magazine land. Take Malcolm, for example, sitting at home, pen in one hand, spherical Rubik™ cube in t'other, scribbling a few earth-shattering questions by the light of a blob lamp. His mother gently strokes his hair, enquires as to the state of his well-being, gazes over her son's shoulder at his work and croons, 'That's nice, dear', secretly harbouring the thought, 'It's a pile of old crappy-poohs, really, but I *mustn't* discourage him.'

Come with me as we take a bright and breezy gander at Malcolm's letter. Then, on its conclusion, cross our wee fingers and hope to jiggery we don't receive the same or similar questions at SEGA FORCE MEGA…

Q1: When *Sonic 3* comes out, will there be a creature called Billy the Water Buffalo?
Sarcasm wins. 'Yes, Malc, Billy *will* be there, without a doubt, alongside Pascal the Python, Tom the Stickleback, Colin the Daschund, Martin the Gorilla and Andrew the Halibut.'

Q2: What's the best game on the Mega Drive?
This one gets the 'Oh, flippin' heck, how the smeg should I know?' response, which goes something like this: '*Flashback*.'

Q3: Why, on page 72 of Issue 8, did you spell 'anchor' with a 'w'?
What have we here then? It seems Malcolm's what we in the business call 'a mistake-spotter'. He scours the magazine with, what we in the business call 'a fine-tooth comb', clocks the odd design and/or grammatical error, then grabs what we in the business call 'a pen and a piece of paper' and notes the misdemeanours in precise detail. Questions like this are usually: a. ignored; b. disregarded; c. neglected; d. overlooked; or possibly e. torn into tiny shreds and used to line the minah bird's cage.

Q4: Is it true when you get hiccups, you should get your mum to shove her car keys down the back of your sweater to stop them? My mate says it is.
Hmmmm. Is Malc being kosher here or is his sense of humour shining through? Definitely *not* the latter. Malcolm takes everything he's told extremely seriously. Tell him *Street Fighter II*'s coming out on the Mega Drive and he believes every word! (Errrr… it *is* coming out, you brain-dead fop —Ade).

And last, but by every means least…

Q5: Will you please print my letter? If you don't, I'll stop buying your magazine.
Oh, yeah! Getting cheeky, are we? This shows Malcolm's slight inferiority complex. His insecurity rears its head at the end of his letter, so the lad resorts to blackmail.

Let's just say, unless you've photos of moi doing 1001 things with an avocado on a number 49 bus, I shan't give in to pressure from inferiors. No sireeee! Of course, if you've any pics of *yourself* with a foreign fruit…

Win a night out with Sharon Stone

Oh yes! Have we got an extra-special prize for the sender of the best letter each month? In case the headline above doesn't explain things in a crystal clear fashion, you *could*, er… win a night out with, hmmmm… Sharon Stone.

Yes, that's right. She'll wine and dine you at Planet Hollywood in London and, after cheese and biscuits, whisk you to Stringfellows nightclub, where you'll boogie into the early hours and… (We interrupt this programme to bring you a newsflash. What we *are* in fact giving away is a swanky new SEGA FORCE MEGA T-shirt and binder —Ade) …then she'll invite you back to her penthouse flat for, well, let's say a quick look at her stamp collection, then it's down to some nimble-fingered… (sssSSS*NIP!* —Ed). Ahem!

So send your half-hearted witterings to **GUTTER SNIPE, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Cheques and postal orders gratefully received!

You've bin framed!

A-ha! Gotcha, Mr Pitt, good and proper! Look at him, luvvers, ain't he a darlin'?

'Where did you get that hat, where did you get that hat?' Clock those rosy cheeks. Check out that pre-war perambulator. Dig that ultra-efficient safety harness. And, as ever, that snobbish regal-like demeanour we know and love comes to the fore as he gives his adoring fans that infamous Pitt wave.

If *you've* an embarrassing picture of a member of your family, a mate, girlfriend or boyfriend, domesticated animal or aardvark, send it to me and if it's definite cringeworthy material, I'll lob you a MYSTERY PRIZE at no great expense what-so-flippin'-ever. Go on, drop someone in it. You might surprise me and you might surprise yourself.

Send your photos to **GUTTER SNIPE, YOU'VE BIN FRAMED, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. And enclose a SAE if you want it back…

Cowa-blunda, dudes!

Dear Gutter Snipe

If you remember, I was the irate mother who telephoned you. I couldn't get the game *Teenage Mutant Ninja Turtles* to work on a Jap console. Thanks for all your help, the problem's been resolved. I've had the board adapted (£10) to take code-locked releases.

After phoning Konami, who passed me on to Sega, I wasn't in the best of moods. Konami said it wasn't their problem, it was one for Sega and I should phone *them*.

Sega said all games released in future would be code-locked. UK games for UK consoles, Jap games for Jap consoles etc. In other words, go to Japan to buy the game! They inferred I was a 'deadhead' as game coding had been widely publicised in magazines at the end of 1992.

Why sell three types of console in the UK? Mr Sega said as I lived in Britain, I should have bought a UK console. I wonder what car *he* drives?! Thanks again for your help.

Tricia Hissey (Mrs), Penkhull, Stoke-on-Trent

Dear Tricia

Hissey — what a wonderful surname! I've a television set that's a bit like you. I live in a dip, the reception's dodgy.

Now, Trish, it was great talking with you. Well, I didn't actually converse, it was Paul. He remembers you well. You were the one with the husky vocals and a smile for everyone! Anyway, enough of my fraternising, on with the reply...

It's a funny old barrel of kettle descaler, and no mistake. It seems to me, the reason we have three types of console in this country has something to do with Sega's weird worldwide release policy. Importers know they can make a fast buck selling Japanese and American machines because they can also import the software, which is sometimes released months before it appears over here. Sega are trying to save themselves a bit of the old wonga by code-locking software, so games can only be played on the machines they were originally produced for.

It is possible to have your machine converted and there's talk of a new device which plugs into the MD and allows any cart to play on any machine. We'll keep you posted. **GS**

THINGS THAT MAKE YA GO 'HMMMM...'

Do cows get a raw deal?

It's a subject that's never been tackled. It's a question that's never been answered. It's meaty. It's beefy. What we want to know is — why haven't cows featured in console games (They have, in *Super Space Invaders*! So just tell them the *real* reason this is here — Ade)? Oh well, worth a try.

A-ha! The SEGA FORCE MEGA great debate. If you were a SEGA FORCE reader, you'll remember a bit of a 'hoo-har' about epilepsy in Issue 18. The subject turned a few heads and caused several readers to write in and express their point of view. So, if you've anything you feel needs a good airing (Y-fronts, training shoes and jock-straps excluded), why not sound off in my Things That Make Ya Go 'Hmmmm...' section?

'A herd of cows, yesterday'

I mean, which came first, the chicken or the egg? Is a tomato a fruit or a vegetable? Was *That's My Boy* a rib-tickling situation comedy or a revealing documentary on incompetence in the National Health Service?

You may think the Mega-CD's not all it's cracked up to be. Or maybe you reckon console games are sexist? Perhaps you despise all the violence, blood 'n' gore in games? Whatever gets your goat up, drop me a line and we'll get it out in the open.

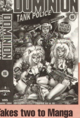
The address to write to is **GUTTER SNIPE, THINGS THAT MAKE YOU GO 'HMMMM...', SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Let's get juicy, luvvers!

Matt Groening

What's he up to? Clock 'Bart goes kiwi'.



Dermochelyidae: Typical turtle of the open sea. Feeds chiefly on marine animals. Won't work on Jap Mega Drives, though!



Takes two to Manga

Dear Sir

I noticed in the letters page of the May edition of SEGA FORCE that **Kev Dawson** of Poulton-le-Flyde was having trouble finding our Manga videos. If he would like to write to me at Manga Entertainment Ltd, 40 St Peter's Road, Hammersmith, London W6 9BD, I would be deliriously happy to tell him where to find his nearest stockist.

If there are any other SEGA FORCE MEGA punters who can't get their favourite Manga video, please do not hesitate to contact me.

Mike Preece, Sales and Marketing Director, Manga Entertainment Ltd

Dear Mike

What a helpful chappy you are! I've been chatting to Pandora at your PR company. I never knew you collected knitted steering wheel covers. How quaint!

I hope Kev'll be in touch. I don't know whether we have any SEGA FORCE MEGA punters. I'm not sure our readers are accustomed to larking about in flat-bottomed boats with big pointy sticks.

Anyway, I haven't time to sit prattling to you, I have to watch the latest Manga epic, 3 by 33 Flies. *It's all about this Jap geezer who works in a trouser factory. Gripping stuff!* **GS**

Bart goes kiwi

Dear Gutter Snipe

I've the odd question or three to ask you.

Firstly, are *New Zealand Story* and *Bart Vs The World* due out on the Mega Drive? Oh, and do you know the cheat to change Sonic into SuperSonic on MD *Sonic 2*?

Jonathan, Wallwork, Salford

Dear Jonathan

Bless your little heart — you didn't include your surname. Is it an embarrassing little number? Could it be, perchance, 'Kumquat' or the double-barrelled lesser-known names 'Egg-Whisk' or 'Fotheringday-Smythe'? Not to worry. I've found it in my bladder to answer you.

The New Zealand Story *situation's a bit of a strange one. There* was *an MD version, which I believe was a Japanese import, but it didn't hang around for long in this country.*

If you're desperate to play the game, buy a Masterbase Converter (the widget that allows you to play MS games on a Mega Drive) and purchase TecMagik's 8-bit version of New Zealand Story. *It's a pleasing little platform nosegay (what?! —Ade), with snazzy graphics.*

Acclaim haven't planned an MD version of Bart Vs The World, *but* Bart's Nightmare *will be available around September time.*

Our man Paul was first in the business with the Sonic 2 *codes, in SEGA FORCE 14. Just for you, Jon, I've asked him to repeat them in our new Playing Tips section. God bless me and all who sail in me!* **GS**

Is the MD doomed?

Dear GS

I'm getting a Mega-CD for my birthday. A few things have crossed my mind.

Firstly, the CD games that include Full Motion Video appear to be very grainy. I know this is due to the Mega Drive's colour limitations, but are Sega going to solve this problem by producing a special custom chip or something?

Secondly, my mate reckons Sega will stop producing Mega Drive games in 1994. ▶

Is this true? He owns an SNES, mind!

Finally, are any of the following coming out on CD and/or cartridge: *Streets Of Rage III, Sonic 3, Final Fight 2, Mortal Kombat, Lethal Enforcers, Mad Dog 2, Space Junk, Fatal Fury 2* and *Street Fighter II* (CD).

Darren Rowley, Nuneaton

Dear Darren

You are the inquisitive type! It's true, the Full Motion Video games available at the moment are grainy. However, programmers are trying to cram as much stuff into new games as they can. When the lads went to see Imagitec, their CD game, Space Junk, *looked well colourful. As the Mega-CD's capabilities are tapped into*



more and more, you should see an improvement with Full Motion Video.

As for Sega ceasing production of Mega Drive games — what absolute piffle! Your mate would say that, wouldn't he, being an SNES owner. He's probably jealous that Sega have a CD machine and Nintendo don't. Subject him to three hours in a smelly room, eating Pop Tarts with the light off!

The following games are coming on cart: Sonic 3, Mortal Kombat *and* Space Junk. Mortal Kombat *will be out on CD next year from Acclaim.* Lethal Enforcers *is coming on CD, so too is* Space Junk.

Fatal Fury 2 *and* Final Fight 2 *are possibilities on both systems. Not sure about* Mad Dog 2 *and there was a rumour of* Street Fighter II *on CD, but all's gone quiet.* **GS**

Split it out

Dear Gut

I've collected SEGA FORCE for a year now and it's got better and better. I'm quite glad about the split. You see, I'm a Mega Drive owner and I get bored reading Master System reviews (I bet MS owners get bored of reading MD reviews, too!).

Good luck with SEGA FORCE MEGA and SEGA MASTER FORCE.

Steven Douglas, Edinburgh

Dear Steven

Thanks for your comments. Us kids feel really humble. With the split, you've all got mags that are dedicated to your machines. Because we've more room, news, previews, reviews, features etc will be bigger and better.

We're always happy to hear your comments, good or bad. Remember, we want to give you the best read available. Without your words of wisdom, we wouldn't know where we were. So, come on, let me know what you think about our new mags. I'm ready and waiting! Panting by the letterbox. **GS**

Natt on your life

Dear Gut

I sent in a tip for *T2* on the Mega Drive, SEGA FORCE 17. It's the only tip I've *ever* sent. In fact, I'm so crap at playing games, it'll probably be the *only* tip I ever send in! Paz had the nerve to call it 'natty'. Excuse me while I throw myself under a bus!

While I can't thank SEGA FORCE enough for giving me a claim to fame, I can't help but think things got off to a bad start. Only a printed apology or sympathy from Sharon Stone can console (if you pardon the pun) me now.

I love the letters page, keep up the good work. Respect.

Marc Bates, Northolt, Middlesex

Dear Marc

I've recently had a claim to fame. I was in the TV version of Jilly Cooper's Riders. *I played the back-end of a pantomime cow. You may have spotted me cowering (no pun intended) in Michael Praed's hatchback. I tried to milk (pun intended) my part but was unsuccessful. I never saw an inch of female flesh. Typical.*

Well, Marc, in this neck of the woods, 'natty' means great, t'rrific, splendiferous. So our man Paul was paying you a compliment.

It's probably too late now. You've more than likely had your nervous breakdown, so we'll probably see you making wicker baskets or appearing in a documentary. Take care. **GS**

Above: Jilly carries out in-depth research for her horsey novel.

The loyal boil

Dear Gutty

If you think I'm going to buy both SEGA FORCE mags, you're sadly mistaken. Indeed, I probably won't buy either. So, there you go, losing a loyal reader since Issue 6.

Anyway, just to please and amuse you, some questions... (sssss*NNNIP!* —GS).

Whoops, sorry mate, errrr... it seems we haven't room to fit your questions in. What an absolute shame! I can't tell you how gutted I am. It must have taken ages to put together your letter. It must have cost a fortune to send it through the post and, what happens, my reply reaches the end of the page! I reckon it's something to do with the Maastricht Treaty. Never mind, maybe next time, huh?

Maybe not. **GS**

WHAT'S IN

1. West Brom FC
2. TAB Clear
3. Lemonheads
4. Velcro
5. Demi Moore

WHAT'S OUT

1. Walsall FC
2. Madonna
3. Blackheads
4. Sideburns
5. The cat



© THE MOVIE CHANNEL

Alexander's bell

Dear Gut,

Would you please, please (slurp, slurp, suck, slurp) please...oh f*@*, I forgot what I was saying. I'll start again...

Yo! Snipe my main animal, listen up! I've been a SEGA FORCE reader for many moons now. Can you please tell me Joanne Alexander's full address and telephone number, or pass my address onto her? She sounds like the kind of weirdo a guy should know.

Paul King, Workington, Cumbria

Dear Paul,

Well, I am honoured, nay, privileged to have a one-time pop star addressing the nation in my column. I'm sure loads of girls will be panting for bodily intimacy like mis-guided poodles when they read this! I watch you on satellite TV now, glad to see you've got those sideburns under control. For those of you who don't know, Joanne Alexander is a young lady from Ireland, who used to send pictures to SEGA FORCE.

She's zany, surreal and we love her. Haven't heard from her for a while. Perhaps she's been using that joystick arm of hers too much? She's achieved cult status and errrr...NO, I won't act as dating agency for hot-blooded Homosapiens. Get a life! If you want to meet young ladies, enrol in the Brownies. I did and I've never looked back. Going on camping trips and getting young fillies to tie me up in knots—aye up, we're back to Jilly Cooper's Riders *here!* **GS**

Off at a tangent

Dear GS

I was in a creative mood, so I thought I'd tell you a little tale. After completing *Road Avenger* on the Mega-CD, I was *so* hyped-up, I jumped into my Ford Capri, drove through

The price isn't right

Dear Gutter Snipe

I know it's an old chestnut, but when can we expect to see the price of Sega games falling? I've a wife and two hamsters to feed. I've just bought a new Flymo and 'the other half' wants a dishwasher.

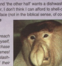
As a Mega Drive owner, I don't think I can afford to shell-out £40 a time. Put a smile on my face (not in the biblical sense, of course!).

Bryan Collins, Maidstone

Dear Bryan

I pity you. When you reach megastar status, like myself, you may be able to purchase TWO Mega Drive games! Good news is, Sega are slashing the price of some of their games. You'll be able to pick up MD stuff for £19.99. There are 40 games in all and about 25 of 'em are a pile of cack!

Sega have also announced they're going to start renting games for £2 a night. They claim a rental system allows consumers to 'try before they buy'. I found this system works incredibly well in a brothel I'm known to frequent in Amsterdam. **GS**



Bob Monk, for new game publisher, SCREGA. They've dropped theirs!



Wolverhampton's Mander Centre, mowed down a few pedestrians and had a head-on collision with a ginger-haired woman.

Actually, none of this is true, but many so-called 'adults' would have you believe computer games have that effect on people. Why can't they leave gamesplayers alone and moan about things that really *are* a problem, like joyriders, vandals and car stereo thieves?

Did you see the story in *The Sun* claiming MPs are kicking up a stink over *Night Trap*? It's too violent, apparently. Now, I can't really comment because I've never seen the game, but I will say this: with three million unemployed, violent crime, terrorist attacks etc etc, the government has more serious things to worry about.

Fancy Villa losing at Oldham. I was *so* depressed I almost kicked Joe Royle's head in with my Rollerblades because the violence in *Streets Of Rage II* disturbed me.

Peter Bailey, Willenhall, West Midlands

Dear Peter

You're the kind of person who stands in the kitchen at a party, talking the toupé off an elderly next-door neighbour. One minute you're discussing the political situation in Afghanistan, the next it's whether Princess Di suits bangle earrings and a polo neck!

I get your drift, Pete. A few MPs go over the top at times. The Night Trap *thing blew up out of all proportion. It's a tacky Fifties sci-fi movie mickey-take, anyone can see that. Those drills were made of cardboard. My name's Lynda Bellingham if anyone says otherwise.*

I remember playing the game and not taking it at all seriously. Like Ade has said in past issues, playing in moderation's what it's all about. Have a butcher's at Sandra Steel's letter, Scorn in the USA — she seems to have her head screwed on the right way around.

Anyway, I think we'll leave this violence and epilepsy thing alone now. The debate seems to have caught a raw nerve here and there. Right, I'm off to tend to my tomatoes. I caught the cat making love to its reflection in my greenhouse. He's cracked a pane, the little blighter. Don't want my big red juicy ones catching their death now, do I? **GS**

Alien blaster

Hi Gutty

On Thursday 29 April, I watched Channel 4's *The Big Breakfast* and saw their computer games section, Master Blaster. On this occasion, they reviewed *Alien 3*. Chris Evans (the presenter) said this was a brand new version.

I didn't catch all the review, so could you tell me if this version is coming out on the Mega Drive or destined for another machine?

The preview was superb. The level I saw contained a rainstorm, which was very effective.

By the way, why is the world a sphere and what happened to Captain Pugwash?

Chris Battenbough, Neath, West Glamorgan

Dear Chris

Now there's a familiar surname. I use many of your letters to mop up my coffee. I'm using your envelopes to make a lamp shade. See, I care about the environment!

The version of Alien 3 *you saw on The Big Breakfast was Acclaim's Super Nintendo version. As us Sega bods have had our mustard, we won't be seeing another version of the game on Mega Drive. Soz.*

The world is spherical because, if it were square, it'd have corners and multi-million pound entrepreneurs would build shopping centres and swimming pools and nuclear power stations everywhere (doesn't that happen anyway?—Ade).

Captain Pugwash has been struck-off the nautical list. What do you expect? Two of his crew members were Master Bates and Seaman Staines! **GS**

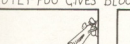
Scorn in the USA

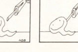
Dear Mr Snipe

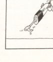
I am a 25-year-old female gamer (born here, living in the US) visiting since December '92. (I know, a terribly long intro — sorry!) I enjoy reading the mags you produce and **don't** want to inundate you with questions!

As to the recent concern about gamesplaying and epilepsy, let's just scream it out loud, once and for all, where the responsibility lies — PARENTS, GET A GRIP ALREADY! Whatever happened to: Discipline, Rules, Moderation?

As **Mark Benwell** of Basingstoke said in SEGA FORCE, Issue 18, 'Why don't parents just take the consoles away?' Simple! Or at least control their children's ▶







THINGS THAT MAKE YA GO 'HMMMM...'

Mum's the word

Letter of the month

Dear Gut

I'm a parent — a mother, to be precise — but before you yawn yourself into oblivion and toss this letter aside, please note, kind sir, I'm writing in response to your request in SEGA FORCE 18 for thoughts on epilepsy and gaming — so listen up!

Before voicing my opinions and to pre-empt readers who may say 'Oh yeah, but she's just a hyped-up, sad/wicked, old-fashioned kinda mum — not a **real** mother!', I'd like to say I'm thirtysomething, a 9-to-5er, live in a semi with my husband, (affectionately known as 'The Grouch'), have 2.4 children — two boys and the 0.4 that's not yet been whipped out of The Grouch and myself. No pets, but a much-loved and well used MD. So I'm totally normal, OK?

Right, epilepsy. I agree with Ade's comments in Issue 18. The media has latched onto the subject and gone into overkill, as usual. As soon as somebody cries, '*EastEnders* encourages casual sex!' or '*Crimewatch* gives old man heart attack!' the press is off on a new hare race. The 'Epilepsy Scare' will be discarded, along with the rest of the trash they thrust into our homes.

But as a mother, am I worried? No. Why? Because life has to include an element of risk to produce reward.

My eldest son gains much pleasure from the Mega Drive (steady on, he's only 10!). He also plays football (he *could* break a leg), enjoys fishing (he *could* fall in the river and drown), goes to the park with his mates (he *could* be abducted) and walks/cycles to town (he *could* get knocked over and killed). He *could* hang around on the streets at night, he *could* get a criminal record — enough?! The risk of having an epileptic fit while playing console games is relatively minimal, in my view.

What really gets up my nose is the media's addiction to the spurious idea that playing console games is damaging to a child's psyche, isolates children from their families, deprives them of normal childhood pursuits etc — absolute clap-trap! Sure, there *are* children who exist in solitude, with only their machine for a friend, but I guess in the majority of cases, the cause is family atmosphere, or the lack of it, not the machine itself.

In my family, we all play on the Mega Drive — even my 3-year-old. *Sonic 2* was my (early) Christmas prezzie. We hold family golf tournaments and chores are forgotten if there's a decent RPG in the house. In short, it's our best loved toy. OK, we all spend some time alone with the machine, but we also have many hours of good old-fashioned interactive family fun, which to my mind beats the pants off vegetating in front of the TV.

My advice to worried parents, for what it's worth, is — JOIN IN! Treat the machine as a family toy, just like us old un's had (and *still* have) *Monopoly*, *Scrabble* and jigsaws. Consoles ain't damaging.

Mrs JK 'Jake' Nizan, Newport Pagnell, Bucks

Dear Jake

Yo! Get down, Momma! Put it there, Sis! Wouldn't you just love a mother like our Mrs Nizan here, kiddywinks? She's aware that if you put your favourite 501s in the rotors of a combine harvester, there'll be 'tears' before bedtime. She knows, without a doubt, that Koala bear pooh-pooh tastes minty and she'll be the first to tell you 'the pessary' is definitely NOT the monetary unit of Spain.

I get your drift, Jake. It's funny how some parents reckon console gaming 'should be left to the kids'. I agree with you, Jakey-babe, get the moms and dads to join in. Your letter should put a few gibbering has-beens in their places. If there were more people like you, who kept an open mind and weren't sucked in by all the hype, there'd be no need for tinkers.

Hang on a sec, how did that proverb get past me?! Anyway, I'm sending you a SEGA FORCE MEGA T-shirt and binder. Remember Paris, 1958?! **GS**

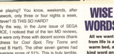
They came through the post...

Uuuurrrggghh! They're horrible! They're disgusting! Take them away from me! Run for your lives; save yourselves! They're alive! They're the tacky postcards!

Yes indeedy, they come from another plane, they take control and, without your knowledge, they suck your sense of humour dry. Every month, we scour our competition entries and weed out the tackiest postcards imaginable! Good news is, the sender of *the* tackiest card wins a tacky prize. The tackier the postcard, the tackier the prize.

So when you're entering a compo, have a hunt around for the worst postcard you can find — something that'll make our readers execute a 'Technicolor yawn' — and who knows, you could be the one with a haddock in your lap!

This month's winner is **Adam Higgins** of **Wibsey, Bradford**, for this stunning picture of an airport! Congratulations, Adam. Your tacky prize is on its way...



Is it a bird? Is it a plane? Well, err...I think it's a plane. What do you reckon?

game playing? You know, weekends, after homework, only three or four nights a week, whatever? IS THIS SO HARD?

By the way, in the June issue of SEGA FORCE, I noticed that of the ten MD reviews, there were only three with decent scores (thank goodness for *Cool Spot*, *Tiny Toons* and Conrad B Hart!). The other seven games had an average score of 51%. This is truly terrible, BUT, don't get me wrong, I don't blame you guys.

When I return to the States, I'll do my best to give Sega a kick up the arse for you! Hopefully, the future holds a set of decent games for you to review. It really sucks that people in the UK get games a lot later than folk in the US.

Now back to the remainder of my letter... keep up the good work, OK?

Sandra Steele, Tooting, London

Dear Sandra

Welcome back to Britain; I hope you're getting into the swing of things. I'm sure a few exciting things have happened in the UK while you've been away. Why, there's, er... the recession, and then there's the... Oh, and I almost forgot there's that big, hmmm... and of course, we couldn't fail to mention the scandalous... ahem! Anyway, I hope you're enjoying that hot top soap, Eldorado. *Can't beat it!*

I agree wholeheartedly with what you're saying. What were you saying? Oh yes! The MD games we're seeing at the moment are *pretty poor. Pre-summer months tend to be lean. Many software houses release their top products around Christmas, then have a quiet period until June/July.*

So here it is, that lazy, hazy, crazy time of year they call 'The Summer'. And as I look through the window of my penthouse office, what's the weather doing? Piddling it down!

It is a bit of a bummer that you guys 'n' gals in the States get games before us. That's why I wanna make the situation into a debate. Find out what the rest of you think.

Sega toyed with the idea of a simultaneous worldwide release policy. Sonic 2*'s release worked well, but all's gone quiet. It appears that even MD* Street Fighter II *will be released in American, Japan and the UK at different times. There's no hope, is there?!* **GS**

WISE WORDS

All we want from life is a warm bed, a kind word and unlimited power.

There's one big problem with doing nothing—you can't quit and take a break!

We should all eat, drink and be merry, for tomorrow it will cost a hell of a lot more thanks to inflation.

On your marks...

Dear GS

I've been a SEGA FORCE reader from day dot. I must confess, I *do* buy other magazines, or flick through them in the newsagent, at least. I like comparing the marks mags give to the same games. Generally, they're pretty similar, give or take 10%, but sometimes one mag gives a game, say, 70%, while another gives the same game 30%! This leaves me a wee bit confused, because I'm unsure which mag to trust. So I have a gander through a *third* mag and clock their opinions.

I tend to think SEGA FORCE gives the fairest reviews. I've bought several games after reading your reviews and reckon your comments are pretty accurate (I would say that, wouldn't I?!). Nevertheless, you *do* have your off moments, but who's perfect?

Paul Whitehouse, Selly Oak, Birmingham

Dear Paul

What a luvverly man you are! If I wasn't so blinkin' famous, I'd pop round for a mug of tea and an iced slice. No, no, I'll decline if you don't mind. I can't be seen entering a house that has a Spanish flamenco dancing doll in the window, a rusty old Cadillac wrapped in a tarpaulin on the front lawn, ten-foot high grass and a deflated space hopper in the back garden. I live in luxury, Paul.

In fact, picture me now, sitting here in my dressing gown, Black Beauty carpet slippers warming on the hearth, nibbling on a lemon Bakewell and smiling at a picture of Anneka 'worra chopper' Rice. This is the life!

I thank you for your comments. At SEGA FORCE MEGA, we're firm but fair. Gadzooks! Enough of our sex lives. At the end of the day, mate, it all boils down to personal choice. That's why review marks are sometimes so different. Repeat after me, 'Personal choice'. Wasn't so hard, was it? **GS**

Time to call it a day, folks, take our daily dose of vitamin B12 and try to answer those questions that could bug us for a year and a day, like 'What was the name of the cushion in *Hickory House*?' I look forward to guffawing at your wise words next month. See you then.

Handy hints

'Help! I've tipped red wine down my favourite tank-top!' 'Cripes! I've ground-in Pot Noodle on the sleeve of my dinner jacket.' 'What can I do? The dirt says "hot", the label says "Made in Taiwan".' 'Strewth, Lynda, this bus smells of ammonia. I think that old biddy's wee'd her pants. However will they get that seat clean?'

We all find ourselves in a bit of a quagmire from time to time and have to rely on our mum, dad or Nellie with the lazy eye from next door to come to our aid. But what if you're parentless, haven't a one-eyed neighbour or are *so* weak-willed you need to consult a console magazine for advice?

Fret ye not! Have a nosey through this selection of 'Handy Hints' and you'll find a plethora of tips and treats, sent in by readers worldwide, to see you through the month.

If you reckon you can get the Women's Institute out of a jam, cattle farmers out of the stew or the odd onion out of a pickle, drop me a line at **GUTTER SNIPE, HANDY HINTS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.** Let's crack on with this month's plethora of plausibles...

Monkey business!

Collect all fluff and sawdust in your back garden. This stops Barbary Apes nesting in your greenhouse.

Mitchell Davies, Dyfed

Lonesome tonight?

Are you a lonely lady? Kid your friends into believing you're living with a man by leaving dirty mugs and coffee cups lying around the bedroom, jam underpants down the back of a radiator and cover an old bar of soap in black or dark brown hairs.

Annette Perkins, Solihull, West Mids

In the swim

Place a large rectangular piece of tin foil in your garden and fool aeroplane passengers into thinking you own a swimming pool.

Martin Micklewhite, Stockton-on-Tees

Doctor's orders

Stop those nasty, sticky medicine bottle marks appearing on your bedside table by placing the bottle on a beer mat.

Maggie Thornton, Plymouth

2 - MEGA CD'S TO BE WON





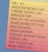
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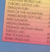
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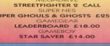
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Bat versus Cat in Sega's Mega-CD version of Batman Returns....36

reviews

Pic: Rex Features Ltd.

Welcome to what is, for many readers, the most important section of the magazine. To ensure that our reviews remain important — and never impotent! — we've developed a reviewing system that allows us to be both accurate and easy to comprehend.

How, you ask? It's like this: every member of the SEGA FORCE MEGA reviewing team sits down for at least two hours with each new release. Whoever likes the game the most gets to write a critical comment and supply their percentage mark, as does the team member who liked it least. An average of the two marks is calculated and this figure becomes the overall score.

Naturally, there will be instances where the team all agree that the game is great/gronky, in which case the most diverse opinions are selected. Occasionally a game may warrant more than two comments. Big releases such as *Streetfighter 2* and *Sonic 3* will receive major coverage, so, it's only right you get opinions from all members of the team.

This system, coupled with a non-critical round-up detailing exactly what the game is about, guarantees that a balanced overview is achieved. There'll be no clever (and devilishly complicated) ratings box, no massive egos to contend with (it's the game that counts, not the person reviewing it) and no messin'! If it's worth your wages, you'll know about it; if it sucks a biggie... ditto!

Over to you. Check out our ratings box and then meet the team who'll guide you through every game reviewed this issue.

Who, What, When, Where, How much?

WHAT: the game name — Streetfighter 28

ON WHAT: which system

Impactsoft
£99.98

THE OBVIOUS: blood, sweat and tears go into these

99	Graphics
99	Sound
99	Playability
99	Lastability

99 — They said another game couldn't be done. Undoubtedly the best so far

Out: Saturday — ☎ 0584 875851

WHEN: the release date

WHERE: who to get it from

HOW MUCH: the price

WHO: the distributor

Your hosts are...

Steve Shields
Editor

Adrian Pitt
Deputy editor

Mat Yeo
Production editor

Warren Lapworth
Sub editor

Paul Wooding
Staff writer

Tim Hirschmann
Staff writer

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contents



Batma

Following close on the heels of its cartridge cousin, Mega-CD *Batman Returns* swoops down to the local high street. But is the tale of the cat, the bat, the penguin and the disc an improvement?

Batman Returns, the game, sticks faithfully to the plot of the hit movie. It's Christmas in Gotham City and the inhabitants are gearing-up for the holiday season. However, evil forces at are work which aim to make this festive period one the Gotham City-dwellers will never forget.

A bizarre birdman called The Penguin emerges from the sewers. He appears heroic but beneath the harmless exterior lurks a dark, menacing creature. The city takes him into its heart but one man doubts The Penguin's sincerity: Batman!

The Dark Knight sets out to prove all is not as it should be but instead finds himself framed for murder by The Penguin and Catwoman. Shunned by the city he has sworn to protect, wanted by the police and hunted by the Red Triangle Circus gang, Batman's in for the fight of his life. Only by bringing The Penguin and Catwoman to justice can he clear his name and save Gotham.

Pic: Rex Features Ltd.

The Mega-CD version of *Batman Returns* incorporates three games. There's the platform section (identical to the MD version), a driving-only option and the full game, which combines the two. Options allow you to alter the number of lives, controls and difficulty level.

In the platform sections, Batman leaps and runs around, destroying the Red Triangle gang members to reach the exit in one piece. At the end of every level there's a guardian to defeat.

You're armed with punches, kicks and a util-

...n Returns

...ity belt packed with weapons. These include Batarangs, smoke bombs and a grappling gun.

Pressing Up and [C] fires the rope gun, enabling you to climb up to or swing from platforms. Press [A] in mid-air and Batman spreads his glider wings.

Energy is displayed as a bar; take a hit and it goes down a notch. When all energy's depleted, a life's lost and you return to the start of the level.

Mean streets

The CD version has bonus driving sequences. Sitting safely in the Batmobile, you race through five levels of high-speed action. The first three sections are set in and around Gotham City. Race along narrow roads, blasting vehicles and dodging roadside obstacles.

The Batmobile's armed with Batdiscs and six powerful heat-seeking missiles. A certain amount of targets have to be hit within a time limit.

As in the platform game, some stages are guarded by a boss. These massive vehicles include a flame-spitting oil tanker and a giant jack-in-a-box truck.

Complete the car sections and the Caped Crusader takes to the sewers in the Batskiboat for a showdown with The Penguin!

With ten pulse-pounding levels to get through, *Batman Returns* on CD gives the Dark Knight his toughest challenge yet! ■

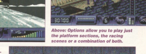


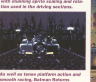


Above: The Mega CD struts its stuff with stunning sprite scaling and rotation used in the driving sections.

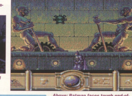


Above: Options allow you to play just the platform sections, the racing scenes or a combination of both.





As well as tense platform action and smooth racing, Batman Returns features new intro sequences.



Above: Batman faces tough end-of-level guardians. Use the utility belt's arsenal to strike against them.



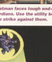


PAUL 78% When I joined SEGA FORCE back in Issue 12, the first game I had the displeasure to review was Mega Drive *Batman Returns*. Dull platform action coupled with muted effects didn't suit the licence at all. Even the delicious Michelle Pfieffer couldn't bring this game back from the dead. So what the hell is it doing on the Mega-CD?!

Sega have responded to the poor reviews and expanded *Batman Returns* to utilise the CD's extra features. And they haven't done too bad a job.

The bad news is the platform levels are unchanged, apart from some sparkling music and clearly sampled FX. The good news is the driving sequences alone make *Batman Returns* worth buying. The scaling and sprite rotation is a joy to watch and even puts the SNES's Super FX chip in the shade.

I know I've complained about old Mega Drive games appearing on the CD but this one has genuine improvements. If you're after a flash Mega-CD game which boasts great graphics and sound *and* two game types (even if one's a bit naff), this is just what you've been waiting for.





When evil rears it's ugly head in Gotham City, the Batman is there to fight for freedom and justice. ▶



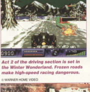
MAT 87% The current crop of CD games is nothing to shout about — most are just cartridge games with improved intro sequences. But with *Batman Returns*, Sega have added incredible driving sequences which make it one of the best CD titles yet!

The platform sections are as unplayable and frustrating as before (jazzing up the music was no use), so check out the options screen. This lets you play just the platform parts, just the racing sections or both.

Sitting behind the wheel of the Batmobile, blast through level after level of manic action. Speed-freaks and driving fans will really get a kick out of this. Forget *Jaguar XJ220*, *Batman Returns* shows just what the Mega-CD's capable of.

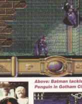
Smooth rotation and sprite scaling give an incredible feeling of motion. Sprites don't break up as they crawl past. Instead, massive tower blocks, bridges and statues flash by. There's no time to stop and stare — just keep turbo thrust on full and steer for your life!

Batman Returns has reaffirmed my faith in the potential of the Mega-CD (sort of). The racing sequences prove future releases, such as *Virtua Racing*, could be amazing. Fun to play and made to last. Buy it!



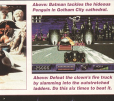
Act 2 of the driving section is set in the Winter Wonderland. Frozen roads make high-speed racing dangerous.

© WARNER HOME VIDEO



Above: Batman tackles the hideous Penguin in Gotham City cathedral.

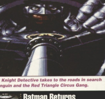




Above: Defeat the clown's fire truck by slamming into the outstretched ladders. Do this six times to beat it.



Above: If the Batmobile loses all its energy, you lose a life.



The Dark Knight Detective takes to the roads in search of the Penguin and the Red Triangle Circus Gang.



Batman's utility belt contains Batarangs, smoke bombs, grappling hooks and a swarm of trained bats.



Lose all your lives and it's game over. Are you going to let the Penguin and his cohorts take over Gotham City?

Batman Returns

Sega
£39.99

92	Graphics
86	Sound
82	Playability
89	Lastability

83

A revamped cartridge game made worth-while by stunning racing sections

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Ninja W

If you thought Reagan was a tyrant and Bush was a bully, you ain't seen nothing yet! The evil yet oh-so suave Mr Banglar is corruption incarnate — and he's taken the White House.

Banglar has used his vast stocks of ill-gotten gains to buy a place in America's National Congress — and not any old place, either, he's got himself elected as President of the USA! He conned the voting public with false promises on taxation and narcotics (ie, no tax and free weed!) and they fell for it, hook, line and sinker.

Professor Von Dek has already seen through Banglar's façade and he's not going to let him get away scot-free. Being a brilliant scientist and general good guy, Von Dek has built two mechanical dolls.

We know what you're thinking — this is no time to be playing with Barbie! But fret not, these aren't your average Mattel playmates, they're state-of-the-art robot ninjas armed with razor-sharp katana daggers and deadly throwing stars.

Dek'ed up to the nines

Von Dek plans to use the dolls to infiltrate Banglar's headquarters with the ultimate aim of gaining access to the White House and assassinating the President, thus restoring America to normality (not that it was there in the first place).

However, there's a slight problem. The dolls are operated by remote control with the aid of head-mounted cameras — controlling them is much like playing a computer game. Sadly, Von Dek's totally crap at games, so this is where you (and a mate, if you choose) enter the scene.

Your job is to guide the ninjas through Banglar's strongholds, defeating whatever gets in their way. The ninjas have their fair share of tricks up their inside trouser legs! They're as acrobatic as their 12th century Japanese counterparts and leap and duck out of trouble with the merest flick of the joypad.

Stars in their thighs

Should any assailant try to give you a kicking, hold the attack button and your ninja folds its arms in front of its body, protecting it from harm. You can still be shot or run over so be on your guard.

Throwing stars are your principal form of attack. Though not as potent as a quick stab from your katana daggers, they can kill from a distance. You start with 30 stars and manufacture five every 30 seconds, if you take your finger off the button.

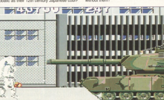
As you progress through the levels, you come up against an assortment of enemies. It starts off easy — rabid guard dogs, demented soldiers and mechanical hunchbacks — but further on you come up against tanks, rocket launchers, snipers and even ninja wizards!

That's *Ninja Warriors* in a nutshell: a baddy named after Indian dance music, a professor called Derek and two dolls with a mission. Oh, the inventive Japanese, where would we be without them? ■





Watch out for the swooping batmen on level 2.

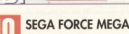


TIM 51% Ah, this brings back memories of the cheap ninja videos I used to watch. They were terrible, packed with bad dubbing, awful music and dodgy costumes. I'm afraid this game isn't much better.

Ninja Warriors' tacky introduction seems to go on for years. Mega-CD intros are usually impressive, but this is pretty basic stuff, using static picture strips and a soundtrack which can only be described as unacceptably Seventies.

The graphics are reasonable but far from outstanding. Gameplay is similarly unimaginative — I've seen this sort of thing a hundred times before. To be brutally frank, I've played better 8 Meg beat-'em-ups!

The controls are simple and the ninja moves smoothly but this doesn't make up for the mediocre gameplay. It won't keep you occupied for long, either. Sorry to be such a moaner but *Ninja Warriors* is expensive tripe.

Warriors

PAUL 45% Blow me down with a feather, if it isn't another second rate sideways-scrolling shoot-'em-up on the Mega-CD. Why oh why has this been converted? It was a smash in the arcade because it had three screens and huge speakers blasting out typically Japanese music — great in the local chippy, utterly naff on the average gamer's Sega system.

Since all the action has been compacted into one screen, things are slow and cluttered. In two-player mode, one ninja always lags behind and gets panned by enemies who appear from the left of the screen. The only alternative is to keep jumping to catch up, which makes the whole thing very tedious.

If you're lucky enough to find yourself playing this alone, you'll soon get tired of the monotonous gameplay and boring baddies. This feeling's helped along by remarkably average graphics and sound.

I reckon the only reason this is on CD is because Zuntana are gagging for a record deal and begged Taito to include the 'pop video' option. You may as well give that a whirl, it's more entertaining than trying to oust Banglar from the White House.



Stay low to avoid bullets, rockets and flying kicks. Keep firing whilst crouched.

Use the Ninja's sword and deadly throwing stars to defeat the marauding bad guys.

They might appear to be human but the Ninja Warriors are in fact sophisticated fighting androids.

Ninja Warriors

Taito
£49.99

50	Graphics
57	Sound
70	Playability
45	Lastability

48

A complete non entity of a game. Yet another low-par Mega-CD release

Out: Now (Import) ☎ A.C.E 071 439 1185





Chester

A packet of Cheetos in one hand, a pair of Ray Bans in t'other, the snack food king of America makes his Mega Drive debut. Armed with an electric guitar and a well-rad pair of sneakers, the funky feline with attitude prepares for a break out!

Yo! Put it there, bro! Check this out! Listen up! Do that funky thang, dude! That's the first batch of Americanisms dealt with. Brace yourselves, there are more on the way! If you're unfamiliar with this large, spotted, feline animal they claim is 'too cool to fool', Chester Cheetah is the character who fronts the Cheeto crisps adverts. Remember? Some bright young spark came up with the idea of plonking the fella, fleas and all, into a console game.

Chester would like it known he's a cool dude in a loose mood. A righteous kitty from the heart of Hip City. Even so, things aren't 'happening, man' in the concrete jungle 'cos old Chester's being held against his will in Four Corners Zoo and he 'don't dig this lame zoo gig' (don't ask! —Ade). It's your job to see our walking, talking, fur-lined friend through all five areas of the zoo.

The biggo problemo is Mean Eugene, the warden, who's dismantled the cunning kitty's radicool motorcycle and hidden the parts around the zoo grounds. There's one part on every stage. When you've helped retrieve every last nut and bolt, C Cheetah Esq can make his great escape to Hip City and beyond.

Too cool to drool

Right, down to the nitty-kitty. Stage One is the Four Corners Zoo Park itself.

The level's a horizontally-scrolling affair consisting of roller-skating tortoises, waspy things on springs and gambolling piranha fish. Leap over them to avoid losing an energy point or knock 'em for six by stomping on their heads.

If all this is a bit too much, find a pair of sneakers and Chester goes into overdrive. A quick press of a button and he leaps tall buildings in single bound (isn't that phrase copyrighted?! —Ade).

Ensure Chester jumps on all manhole covers. There's a sewer system under the zoo, choc-full to bursting with... er... the sort of things you'd expect to find down a sewer! Plus loads of paw icons (which restore energy), cheetah badges (collect a hundred for an additional credit) and maybe, just maybe, a motorcycle part (hint, hint!).

Another power-up's a guitar, which makes Chester invincible and sending him boogieing around the screen, killing bad guys who get in the way of his pelvic region.

A smart pair of shades give Chester temporary X-ray vision. He can now — for about, ooooh, 30 seconds — see hidden power-ups and danger zones.

The Monkey Pits, Gator Alley and Hidden Caves are graced with Chester's presence if he makes it past Mean Eugene and his crazy cohorts.

The chunky cheetah encounters his bestest buddy, the Funky Monkey, who tries hard to find his pal an escape route, the Hip-O, who's no stick-in-the-mud and helps the cat across quagmires, Grunt, who's Mean Eugene's none-too-slick, thick-as-a-brick sidekick and, of course, the zoo warden himself. He's a gung-ho security bozo and won't think twice about pulling that trigger.

The ultimate goal is to locate the bird houses. The motorcycle ignition key's hidden here, but Chester needs eyes like a hawk (no pun intended) to locate it. ■

ADE 58% Strewth! The platform bandwagon keeps rollin' along. It's got to the stage where a cartoon character from a crisp manufacturer crops up in a console game! Must be short of new ideas?

You'd think so if you played *Chester Cheetah*. Cute, colourful graphics and a smattering of hip 'n' happenin' phrases can't cover up the incredibly dodgy gameplay.

The control method's unresponsive, for starters, especially in the sewer section. Climbing the pipes is a nightmare. It may look as though you're positioned exactly under a pipe, but old Chester's got other ideas!

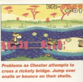
Hitting manhole covers was another aspect I found annoying. If you touch one by accident, you immediately fall through the sewer network! Arrrgghhh!

On the visuals front, the sprites aren't exactly meaty, shading is rarely used and animation's decidedly dodgy. The music and sound FX suit the cartoon theme but aren't particularly memorable.

Chester Cheetah could've been such a classy game because there are several clever elements — ie, steering the runaway speed boat, getting to grips with a skateboard — but they're not particularly well executed and are over in the blink of an eye.

A year ago, I would've rated this higher. Since then, we've had *Tiny Toon Adventures*, and that highlights how a platform game *should* be done. *Chester Cheetah*'s little more than average. Certainly not a crisp title!





Problems as Chester attempts to cross a rickety bridge. Jump over snails or bounce on their shells.

One of Eugene's mean machines. Make a as when each leg is lifted.



Cheetah

Too Cool to Fool

This is Hip-O, one of your mates. He helps you cross lakes and rivers.

TIM 63% It ain't easy being cheesy! That cheeky cheetah's left the world of savoury foodstuffs for the lure of arcade action. Who's next, the Milky Bar Kid?!

The graphics are well groovy. They're so psychedelic, I thought someone had slipped something dodgy into my tea. Sprites are big, bold and colourful, and the backdrops look like the inside of Syd Barrat's head (who? —Everyone).

The sounds are okay. There are some good effects but the main tune gets on your nerves.

The controls are *dire*. I found myself going up and down the same manhole for what seemed like hours. After five minutes play, I was pulling out my hair and kicking everything in sight.

There are a few good ideas — for example, put on a pair of cool shades, the screen tints and hidden treasures are revealed. However, a few interesting twists aren't enough to save this mediocre platform cart. Stick with the cheese puffs, Cheetah.

The Funky Monkey is pretty nifty at finding shortcuts for Chester.

Oh heck! Mean Eugene kidnaps Chester and takes him to Four Corners Zoo.

Pic: Rex Features

Chester Cheetah

Kaneko
£39.99

67	Graphics
58	Sound
49	Playability
52	Lastability

61

Not a bad platform affair but a little dated. *Tiny Toons* is the better game

Out: Now (Import) ☎ Mr Disk 021 616 1168

Chuck R

What smells like a dead rat, eats like a horse and looks like Jockey Wilson in a loin cloth? Chuck Rock, of course! And he's back, this time on Mega-CD.

Chuck's wife, Ophelia, has been kidnapped by the smooth-talking Gary Gritter — the toad crept up behind her while she was hanging out the washing and whacked her on the head with a huge club!

Chuck heard his wife's muffled screams and rushed to see what had disturbed his mid-afternoon drinking binge. Seeing his wife dragged through the undergrowth, he nipped into the house to finish his tinnies then set off in search of his nearest and dearest.

Chuck's quest is fraught with danger. Loads of prehistoric baddies roam the five levels which stand between you and Ophelia. You need to keep your wits about you as you battle across volcanos, ice fields and even dinosaur graveyards.

Because Chuck's only a caveman — and an overweight one at that — your moves are limited. The standard form of defence is taking a deep breath then letting out a belly-butt!

Rocks and crocs

You can knock enemies from the sky using a flying kick, but Chuck isn't a Bruce Lee graduate and his kicks lack power. Don't despair, there's a sure-fire way of stunning any foe: live up to Chuck's name and throw rocks!

The frequently-found chunks of stone have a second purpose. If a platform's too high to reach or a pool too wide to jump, use a rock as a stepping stone.

There are two sizes of rock but carrying either slows you down and limits jumping distance. Most puzzles involve the use of these rocks as you try to reach high platforms.

You probably think all the prehistoric monsters are out to get you. On the contrary, some are extremely helpful: the pterodactyl carries you to safer platforms, you can catch a lift on a diplodocus and the odd crocodile catapults you onto higher platforms when you lob a rock on its head.

While you're trying to find Ophelia and concuss everything in sight, you're bound to take a few knocks. Every time you're hit by a baddy or fall somewhere you shouldn't, you lose energy.

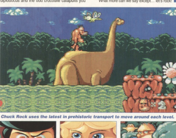
In the bottom-left of the screen is a heart; the bigger it is, the healthier you are. If it starts to look a bit dilapidated, simply pick up any food you find. If you see a heart, grab it! It restores health to maximum.

If you've played *Chuck Rock* on the MD, you're probably wondering how the Mega-CD version differs. Gameplay-wise, it's almost identical, but the opening sequence and sonics are enhanced. The intro music with Chuck's Band is well funky and there's a full 30 minutes of CD-quality music and speech.

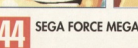
What more can we say except... let's rock! ■







Chuck Rock uses the latest in prehistoric transport to move around each level.



PAUL 70% What a surprise, another revamped game on CD. When the majority of games are old enough to draw a pension, Sega's wonder machine starts to look like a blunder machine.

Chuck Rock's always been a decent platform romp and the CD version's no exception. The graphics are sharper and animation's smoother, the levels are the same (as far as I can tell) and present a stern challenge. Be warned: there's no quit option, so if you muck up a level you have to reset and start again.

As with every CD game, the sound is of the highest quality. The intro sequence is accompanied by a couple of minutes of speech and in-game tunes are guaranteed to get your toes tapping.

All of which should lead to a high mark. I'm sorry, but no, this farce has gone far enough. The Mega-CD's capable of stunning programs that can knock your socks off at a hundred paces — it shouldn't be a dumping ground for MD games which have been doing the rounds for years. The people who bought the Mega-CD deserve more and the sooner software houses realise this, the better.

If you haven't got *Chuck Rock* on cartridge and like the look of it, by all means buy it on CD. But something tells me you want a more for your 270 quid machine, and I don't blame you.



Rock

Above: The murky depths beckon in level 2. Watch out for low-flying bats, spikey rodents and flames.

TIM 82% Holy Neanderthal! His breath may smell of million-year-old garlic, his vocabulary may be limited and he's certainly lacking in etiquette, but Chuck Rock's strangely loveable.

His game's visuals are colourful, cute and amusing. The backdrops are imaginative and detailed; the beady eyes lurking in the background are a nice touch. The sound effects are cool but the main tune sounds like Seventies supermarket music — James Last, eat your heart out!

Gameplay is well entertaining, and unlike most platformers, you can use the scenery to your advantage. If you throw a boulder on a crocodile's head while standing on its tail, you're sprung up into the Heavens! Chuck's flabby tum and Big Daddy belly-butt add amusement to the proceedings.

There are only five levels but this isn't an easy ride. The first stage is reasonably simple but the other four give you a run for your money.

Chuck Rock's a smashing game with stunning animation and challenging gameplay. It's a pity it's so similar to the original version.

Collect hearts for energy and food for extra points. Chuck rocks and use them to reach higher platforms.

Armed only with a large beer gut and bad B.O, Chuck sets forth to find the (cave) woman of his dreams.

Chuck Rock

Sony
£42.99

75	Graphics
79	Sound
77	Playability
70	Lastability

74

A good conversion but why put it on CD? Do we really need it?

Out: Now (Import) ☎ A.C.E 071 439 1185

If you think happy thoughts, you can fly! At least that's the Peter Pan theory, but would you trust someone with pointed ears and matching green tights and hat?



Many years ago, Peter Pan ruled and protected the idyllic Never Land. But 'the boy who never grew up' failed to live up to his nickname, lost his memories of childhood and became Peter Panning. Now a mature lawyer with a wife and children, he lives a normal, far more down-to-earth life.

Normal, that is, until the evil Captain Hook re-enters his life and kidnaps his two children. Peter Panning is flustered but Tinkerbell the Fairy convinces him to go to Never Land in search of his offspring.

As you may have guessed, you take the place of Panning. First prove your identity to a scruffy band of outlaw children, known as The Lost Boys (no, Kiefer Sutherland isn't in charge), then, sword in hand, set off across the horizontally/vertically/every which way-scrolling Never Land(scape).

Rise above it all

There are two main moves: a sword swipe and a jump. If you hold down the jump button, you perform a higher and altogether more graceful leap.

But Peter Pan wouldn't be the same without flight, so keep your eyes peeled for pixie dust. It isn't necessary to use it right away — indeed, it's advisable to save it till you're in a jam. Beware, pixie dust doesn't last for long and you could find yourself making a crash landing.

Other pick-ups include a better sword, which shoots out power bolts, plus treasure and cherries for energy and bonus points. There are generous unlimited continues so don't fret if your lives peter out.

On each level Peter has to make his way past pesky pirates and other obstacles to reach the Lost Boys. Once you've completed a level, the CD displays a short digitised scene from the film and then shows a map screen. Finish a level and Peter moves along the map to the next section.

Every three levels, you face a tough guardian. These come in various shapes and sizes including a pirate skeleton. Peter races through level after enchanted level in the search of his children and the final battle takes place in the pirate town with his arch enemy Captain Hook!

Slip on your tights, grab your wooden sword and get ready for swash-buckling action. ■



Tinkerbell gives fairy dust to Peter, enabling him to fly.

All manner of guardians await you. This floating menace has to be tackled in the air.

Starting the game as chubby Peter Panning, prove to the Lost Boys that you're the infamous Pan.



Right: On your way to the pirate town, Peter encounters many varied foes.

MAT 66% I'll try to be unbiased in this comment but it ain't gonna be easy. If you've played the SNES version, you'll remember crisp, colourful graphics which tried to emulate the feel of Steven Spielberg's hit movie. Unfortunately, *Hook* on CD suffers from the MD's limited palette. With only 64 colours to play with, it's relatively drab. Pick-up items are difficult to spot against backgrounds and bad guys blend into the scenery.

As well as poor colours, sprite collision is well dodgy. You think you're miles away from an enemy but before you know it, Peter Pan's six feet under Never Land.

So with a frustration factor that high, you can bet you're gonna have fun leaping bottomless pits! Holding down the jump button propels Peter through the air, followed by a spinning jump. That's all well and good, but what's the point when you can't see where you're leaping to?

Before you think *Hook*'s a crap game, let me tell you about the music. Sony Imagesoft have included a wonderful, fully-orchestrated soundtrack. Crank up the volume and listen to some of the most incredible Mega-CD tunes yet.

With a high difficulty level, this could keep you hooked for a few weeks. Not an essential purchase but worth playing for the cool music.



ok

Above: Stick close to the light in the eerie cavern section.

TIM 65% Shiver me timbers, Captain 'Ook has returned — and he's meaner than ever!

At first, I was impressed with this disk. A hefty introduction explains the story, visuals appear clear and imaginative, while the sprites are cute and backdrops colourful. The sound is astounding. There are some cool effects and great speech but the main soundtrack overpowers it all. This may sound corny, but it's like there's a hundred-piece orchestra playing in your living room. The booming drums and clanging cymbals left me dazed (and a little sea-sick).

After all this praise, it's a shame to slag off the gameplay... but I'm going to, anyway. *Hook* is slow and has nothing new to offer. Some of the action is a bit weird but I've seen the rest too many times before. It's reasonably challenging but the awkward controls make it frustrating at times.

Hook's a well presented, attractive-looking game with a wonderful soundtrack, but sadly lacks playability.

Travel through enchanted forests to find your kidnapped children.

Once upon a time...

Hook

Sony
£49.99

73	Graphics
94	Sound
65	Playability
71	Lastability

66

So-so gameplay, still a challenge. The best CD soundtrack we've ever heard

Out: Now (Import) ☎ A.C.E 071 439 1185

X-Men

To help commemorate the mutants' 30th anniversary, Sega have released a platform game based on the most successful superhero team comics of all time. 'Nuff said?

Are you ready, true believer? Marvel Comics' merry mutants have finally arrived on the MD! Formed in the Sixties, the X-Men are a group of superheroes who battle injustice and prejudice, as well as strange and powerful villains.

Their aim and the dream of their leader, Professor Charles Xavier, is to unite humans and mutants so they may live together in peace. It's a hard task which sometimes costs them lives.

Their arch-enemy is the evil master of magnetism, Magneto. Once a friend of Professor X, Magneto now aims to rid the world of humankind and pave the way for homo superior — mutants.

His latest plan involves taking control of the Danger Room, located in the X-Men's mansion headquarters. The room features state-of-the-art holographic projectors capable of faithfully reproducing any environment and is regularly used for training.

Xtra abilities

Using a coded signal beamed from his secret fortress, Asteroid M, Magneto has turned the X-Men's own equipment against them. Capturing Professor X, the master of magnetism lures the heroic mutants into the Danger Room. Their mission is to find their mentor and stop Magneto in his tracks!

X-Men is a two-player game which allows you and a friend to play two of four different mutants (see box). Each has a variety of kicks, punches and the ability to leap high into the air.

They also have an individual mutant technique that's very powerful but drains energy. It's best to save it for end-of-level bosses — you'll definitely need it.

There are seven action-packed levels to tackle en route to Magneto's lair. Each has its own boss, whose energy bar must be knocked down to zero.

Guest starring...

As well as the four main characters, a back-up team gets you out of scrapes. You can't control Storm, Rogue, Iceman and Archangel but their abilities are required at certain points throughout the game.

Each level's patrolled by various enemies who take a few punches to destroy. Their blows take your energy but it's replenished when you collect 'X' icons.

During play, it's possible to change to another character. Press pause to bring up the team menu and move the icon to the X-Man you wish to use.

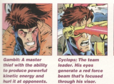
Once a character's killed, he's out of the game. When all your X-Men have been destroyed, it's Game Over — and there are no continues.

The options make things both easier and harder, offering three difficulty settings.

From the sinister Savage Land to a war-torn future and the heart of the Shi'ar Empire, the *X-Men* is comic-book adventure all the way! ■



© Marvel Entertainment Group, Inc.



Gambit: A master thief with the ability to produce powerful kinetic energy and hurl it at opponents.

Cyclops: The team leader. His eyes generate a red force beam that's focused through his visor.



Wolverine: Has razor-sharp claws, an adamantium skeleton and a unique mutant healing factor.



Nightcrawler: This German-born X-Man is able to teleport himself and others, short distances.

Back-up Team





Archangel

Iceman

Rogue

Marvel Girl

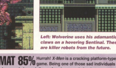
Storm



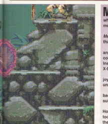
The X-Men's arch enemy, Magneto, has taken over the Danger Room and is using it to kill the mutant heroes.







Left: Wolverine uses his adamantium claws on a hovering Sentinal. These are killer robots from the future.



MAT 85% Hurrah! *X-Men* is a cracking platform-type game. Being one of those sad individuals who spends large dollops of cash on comic books every month, I waited with bated breath to play Sega's latest offering.

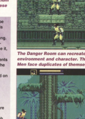
So was it worth it? No doubt other magazines will slag *X-Men* off because it's yet another platform game, but let's face it, that's what Sega do best.

The choice of characters gives scope to use different talents and adds longevity. The programmers are certainly fans of the comics — their attention to detail is obvious throughout. Instead of inventing bad guys and levels, everything's based on X-Men storylines.

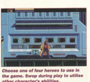
The gameplay's good, all characters responding well to joypad commands. Each mutant leaps, ducks, spins and unleashes their special power in true comic-book style.

I can't have a moan at this game. The graphics are great, backgrounds and sprites well rendered, and sound effects are suitably atmospheric.

The only gripe I have is that the difficulty level's quite high. However, with many people complaining that Sega games are too easily completed, *X-Men* should give everyone a run for their money.



The Danger Room can recreate any environment and character. The X-Men face duplicates of themselves.



Choose one of four heroes to use in the game. Swop during play to utilise other character's abilities.

Cyclops faces off against the vicious Sabertooth. Stay well clear of his lethal claws and punches.

WARREN 79% As far as comics are concerned, Mat and I are kindred spirits — we've both followed the X-Men's exploits for some years — but my enthusiasm for this cart's somewhat muted. It's one of the best-ever comic-based carts, which makes its faults all the more painful.

Static, the graphics are superb. The sprites are almost identical to the comic characters, except for costume alterations too recent for the programmers to include. Gambit looks cool, Wolverine's mean, Cyclops is noble... all are authentic, right through to the support X-Men and all baddies. Similarly, backgrounds are detailed and admirable platform representations of the comics' settings.

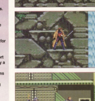
But in action... Some movements are great but others are jerky or look awkward. It's a pity such superb sprites have mediocre animation.

Why are Wolverine's claws a limited special move? Ditto for Gambit's charged playing cards and Cyclops's eye beams. They use them all the time in the comics so it's a bore using them sparingly here. In 'the real thing', Nightcrawler's teleport power *does* drain him — but he's Excalibur's leader and only a visiting X-Man.

Collision detection is unforgiving — you drop off platforms time and again, through no fault of your own — and the soundtrack consists of bog-standard MD effects and grating rock music.

Even with these faults, *X-Men* does an excellent job of recreating the speed, excitement and danger of Marvel's flamboyant characters. It's easy to get deeply involved in the action, gasping at every new supervillain, cursing your hero when 'he' makes a mistake.

If you enjoy superhero comics, you *must* buy *X-Men*. It's as simple as that.

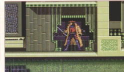




Collect special glasses on this level and enemies are revealed.



The high tree tops of the Savage Land hide unknown dangers.



Press Up and Jump to move backwards into the scenery. This is useful for finding hidden objects.



X-Men

Sega
£39.99

82	Graphics
68	Sound
77	Playability
84	Lastability

82

Platform action featuring superlative sprites and accurate superhero scenarios.

Out: Now (Import) ☎ A.C.E 071 439 1185

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David Crane's



To date, the boyz in the office have a soft spot for *Jenny Capriati's Tennis* (let alone her body!). Its controls are instinctive and the action's fast, furious and fun! Can David top that?

Mr Big Pixel makes a splendid back-hand shot.

Put 'em up! The player at the bottom looks like he's ready for a scrap — watch out, McEnroe!

A*mazing Tennis* is billed as the most realistic tennis sim *ever* — that's some reputation to live up to. The options are certainly very official, and it's here you select one of three game types. To play against the computer, choose an opponent. There are some real thickos in the bunch so challenge these first rather than higher-seeded players. Or if you don't want to risk a thrashing from your Sega, grab a mate and give them a game.

If both fail to tempt you, enter the tournament which involves playing computer players in order of rank, culminating in a battle against the top-seeded player, Derek from Brittany! And no, we're *not* kidding...

So you've chosen your game, now it's time to select the playing surface; hard, grass or clay, to determine speed and bounce. It's worth bearing in mind that the perspective makes the ball jump out at you even on the slower grass court, so it's better to sharpen up those reflexes on the green stuff.

Finally, become a left or right-handed player and enter his name.

The unusual choice of perspective is supposed to give the most realistic game of tennis ever — and eye strain! It takes some getting used to, especially when you change ends and you're the small bloke at the top; you have to line up returns accurately because the margin of error is much smaller.

How's that for service?

The controls offer two serves (hard and soft) and three types of shot — lob, hard and slice. All shots can be combined with pad directions to make cross-court shots, angled drives and devious spinning returns that hit the ground and bounce anywhere. Suss out these combos and you're on the way to championship glory.

Each point is shouted out by an umpire, who sounds like a cross between Gary Numan and Davros, the Daleks' leader! Still, it's a nice touch and helps you keep note of the score.

David Crane's Tennis looks amazing and plays a mean match. But has it got that addiction factor? ■

Serve the ball, quick, and stop making that racket!

Crosscourt drives are hard to return. Run for it!

WARREN 64% David Crane was a big name programmer in his day and devised many gems to enthral computer owners. Unfortunately, 'his day' ended about five years ago. Crane's occasional attempts to restore former glory have been noble failures and *Amazing Tennis* heads the same way.

For those who suffer from boastful SNES-owning friends, the good news is this offers a passable alternative to Mode 7 and, if anything, plays better than the Nintendo version. Many layers of parallax form the high-walled, packed-to-capacity arena, which shifts around convincingly as a high ball's tracked. The effect's less noticeable at other times, as most shots are covered by an over-the-shoulder 'camera angle'.

And this is the cart's downfall. It's fine when you're the big guy at the bottom of the screen, but the other player's half of the court is obscured by the net. Ball perspective's poor when it's within his striking distance and timing shots is difficult with a comparatively small sprite and outsized ball.

Strangely, Paul finds it easier playing at the top of the screen, but whichever way you look at it, you're at a disadvantage for half the match. This is a great pity, as *Amazing Tennis* has a pleasing array of options, opponents and shots, and is great fun against a human player.

ng Tennis



PAUL 72% I'm in two minds over this one. I like the perspective, and gameplay is cool, but poor presentation and impossibly hard serves roughen the edges. It opens badly with a drab options screen — it looks like an accounts program.

Player sprites move realistically and the ball behaves itself (most of the time). Sceptics who say the MD can't handle large sprites, think again! The base line player moves quickly and smoothly, making *Amazing Tennis* easy to play.

It's a shame the controls for fast serves are user-unfriendly. You can't easily alter the length of the shot so most result in a fault. Soft slices go straight to your opponent, leaving you high and dry for the return.

You might remember how I raved about *Jennifer Capriati's Tennis* in an early issue of SEGA FORCE and I still stand by my mark. *Amazing Tennis* is a damn fine game, in many respects but loses out in the playability stakes. That American wench has my vote — but only just.

The action is frozen in replay mode so there are no more arguments over the umpire's decisions.

With perspective like this, the bloke at the top has a hard time judging fiercer shots. It's a case of swing and hope.

Mr Badly Drawn makes an appearance on the title screen. Nice headband.

David Crane's Tennis

Absolute
£39.99

77	Graphics
67	Sound
65	Playability
72	Lastability

68

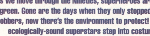
Impressive 3D court but awkward in play. Good controls and two-player option

Out: Now (Import) ☎ AMS 081 2010535





Capt... and the Pl...



As we move through the Nineties, superheroes are going green. Gone are the days when they only stopped bank robbers, now there's the environment to protect! Sega's ecologically-sound superstars step into costume.

The Earth has to put up with a lot. Toxic chemicals are pumped into oceans, the hole in the ozone layer's growing and rainforests are disappearing at an alarming rate. The world of Captain Planet is frighteningly similar.

An evil creature known as Zarm wants to turn the world into a chemical sludge pile. He's sent his nefarious agents to the four corners of the globe to produce deadly chemicals and Earth-shattering weapons.

All is not lost. Five courageous young adventurers and a blue superhero have joined forces to stop Zarm: Captain Planet and The Planeteers!

Out of Zarm's way

Originally a cartoon series, Captain Planet has been transformed into a single-player platform game. The mission begins on The Planeteers' pollutant-free base, Hope Island. The five teenagers are trapped in crystal cocoons and each have their own mission. Select a character and you're taken to a particular zone, controlled by one of Zarm's lieutenants.

The Planeteers' guiding spirit, Gaia, tells you which tasks must be accomplished and which guardian blocks the exit. You've an hour to complete all missions and stop Zarm, who's heading for Hope Island on a ship loaded with toxins.

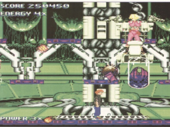
Each Eco-Warrior has an elemental power which is fired in a single burst or as a three-shot. There's a limited number of shots and when power hits rock bottom, they can only be fired every three seconds.

Shot energy is provided by icons found throughout the game, as are Earth globes, which act as lives. Hits reduce life energy and when it's all lost, The Planeteer's returned to a catatonic state back on Hope Island.

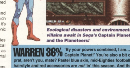
Each level's crawling with mutated nasties and chemical sludge. Shut down chemical pipes, nuclear reactors and super-computers as you strive to save the world from environmental disaster.

Survive four missions and The Planeteers are free. They use their combined powers to summon Captain Planet, who faces Zarm in a final battle.

Go to it, Planeteers! ■



Dr. Blight and her evil super computer, Mal, are creating genetic monsters.



***Ecological disasters and environmental villains await in Sega's* Captain Planet and the Planeteers!**

WARREN 36% 'By your powers combined, I am... Captain Planet!' You're also a bit of a prat, aren't you, mate? Pastel blue skin, mid-Eighties footballer hairstyle and red accessories are *not* 'in' this season. And the *Captain Planet* game is destined to be as fashionable as duffle coats.

Almost everything about this platformer is cheap and tasteless. Sure, pollutants and mutants aren't supposed to be pleasant, but cleansing this planet of ours should be an enlightening, rewarding experience. *Captain Planet* only provides incentive to switch off the MD.

Backgrounds use few and often garish colours, and their elements are repeated time after time, wallpaper fashion. Sprites are severely lacking in detail and sport rudimentary animation.

There's nothing wrong with the 'search and shoot' game format — it works brilliantly in carts such as *Alien 3* — but here it results in either laughably simple or mind-numbingly repetitive levels. However, poor, unresponsive controls and unforgiving collision detection 'spice things up'...

The power is yours! If you're sad enough to waste £40 on it.

***Right:* Summon Captain Planet and battle the technological might of the ruthless Zarm.**

tain Planet

laneteers

MAT 54% We're all eco-friendly here at SEGA FORCE MEGA. We always use both sides of the toilet paper, stack beer cans in the corner for collection and carefully dispose of *Sega Pro* in a large bin marked 'TOSS'.

And talking of rubbish, here's the low-down on *Captain Planet*. How can a company that releases classic games such as *Sonic* and *Streets Of Rage II* put this out?

Each Planeteer has a useless power which most villains seem immune to. I mean, how great is the ability to shoot 'one ball of soil'? Heroes should have energy blasts and abilities which enable you to laugh in the face of danger.

The only serious weapon The Planeteers have is their ability to warn children of the dangers of pollution. I hardly think our planet's problems can be tackled by five kids and their magic rings.

Captain Planet uses bright colours to give the same look as the cartoon series. Control response is jerky, making characters move unconvincingly. Tinny sound effects and poor music are another let-down. Play with the volume low.

The only redeeming quality is the challenge: even on the Easy setting, it took me a while to get through. My advice is to borrow *Captain Planet* before buying it.

Having trouble with Captain Planet? Check out our complete players guide in the Playing Tips!

Wheeler uses a chain to swing across Hoggish Greedly's traps. Watch out for electricity blasts and killer robots.

Captain Planet

Sega
£39.99

66	Graphics
39	Sound
54	Playability
69	Lastability

45

A lifeless platform game, totally devoid of a fun factor. Eco-friendly, MD-ghastly

Out: Now ☎ Comtazia 0384 261698

Hit the Ice

The MD ice hockey scene has been dominated by Electronic Arts and their NHLPA series. Now Taito have tapped into a different area of the market, looking to arcade conversions for their inspiration. Will their newie be a pukka affair, or are they skating on thin ice?

There have been a fair amount of puck-thwacking coin-ops in the past and *Hit The Ice* is one of the better known. If you're a fan of humorous games, have a gander at what it has to offer. When you plug in the cart, you're presented with a number of options. If you've one joypad plugged in, you see the one-player options; plug in another for the extended two-player options screen.

Choose a one or two-player game, start a league (not available on the original coin-op) and alter game parameters, including time, difficulty, controls and speed setting.

You've a choice of eight teams with such imaginative names as the Pinks, Greens, Yellows etc and all have different playing styles and attributes. Some are fast and fancy, others are slow and solid, but each have their own super-shots. It's worth sussing out which shots are easiest to master then sticking with that team.

The net result

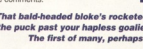
Gameplay is unconventional to say the least. Punching, kicking, and hitting are a vital part of the game — being skilful just won't do, since the opposing players are complete nutters and chop you down at every opportunity.

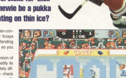
Don't think *Hit The Ice* is just a case of smacking the crap out of the opposition and walking the puck into an empty net, though. The goal is small and the keeper massive so you've got to get used to passing the puck around while you try to create an opening.

If you can't find a way in, try your super-shot, which takes an age to power up but is 99% accurate. Be warned, while you're powering-up your defences are low, and the opposition are ruthless with their tackling.

Although it's mainly arcade action, you can change the formation of your computer-controlled colleague. He can back up your forays into the enemy's half or stay by the net, fending off attacks. He's a pretty mean shot, too, so you can take control when he's near the net.

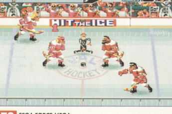
Hit The Ice looks like a perfect conversion of the arcade game, with a few extras to justify its appearance on the MD. It's in a completely different style to other hockey games so check out the comments. ■



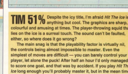


That bald-headed bloke's rocketed the puck past your hapless goalie. The first of many, perhaps?





What the hell is an octopus doing on the rink? Whatever it's doing, that player's heading straight for it.



TIM 51% Despite the icy title, I'm afraid *Hit The Ice* is anything but cool. The graphics are sharp, colourful and amusing at times. The player-throwing squid that lies on the ice is a surreal touch. The sound can't be faulted, either, so where does it go wrong?

The main snag is that the playability factor is virtually nil, the controls being almost impossible to master. Even the simplest of moves are difficult — you can barely control your player, let alone the puck! After half an hour I'd only managed to score one goal, and that was by accident. If you play *Hit The Ice* long enough you'll probably master it, but in the mean time you'll scream in frustration.

Unless you have the patience of a saint, don't buy this cart; the awkward controls drove me mad. I'm a teapot, I'm a teapot...



It's that octopus again, except this time he's tripped the player up and pulled his kegs down! Weird animal.

Oh good, only two more periods to go. Will our home team wipe the floor with the opposition? Some hope, eh?

PAUL 49% Oh dear, what a naff game. *Hit The Ice* was truly uninspiring in the arcades and Taito must be congratulated for doing a fantastic conversion: they've retained every ounce of boredom that made the coin-op such a non-entity!

Graphics and sound can't be faulted. It's only a 4 Meg game so perhaps they were running out of memory by the time they got to gameplay. You can't tell what's going on because the puck changes hands faster than a forged bank note — and when you do realise you've got the puck, your computer-controlled teammate's farting about down the other end of the pitch, waving to the crowd!

But don't think he's any use guarding the goal. When it comes to the crunch, the MD takes over and gives little or no control over the proceedings. You've no choice but to switch control to the other player and leg it back from the other end of the rink. Very frustrating and extremely boring.

The formation control seems to have little effect and super-shots aren't nearly as accurate as the computer's efforts. This could present a challenge but instead presents a dilemma: power switch or reset button? I'd go for the former…

Even the inclusion of the two-player teammate, head-to-head action and league facility can't bring this back from the dead. If you're looking for a decent puck game, buy *EA Hockey* instead.

Pic: Rex Features Ltd.



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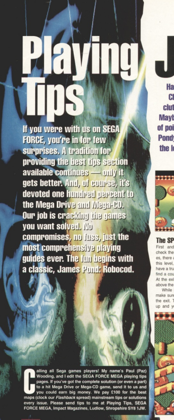
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Playing Tips

If you were with us on SEGA FORCE, you're in for few surprises. A tradition for providing the best tips section available continues — only it gets better. And, of course, it's devoted one hundred percent to the Mega Drive and Mega-CD. Our job is cracking the games you want solved. No compromises, no fuss, just the most comprehensive playing guides ever. The fun begins with a classic, James Pond: Robocod.



Calling all Sega games players! My name's Paul (Paz) Wooding, and I edit the SEGA FORCE MEGA playing tips pages. If you've got the complete solution (or even a part) to a hit Mega Drive or Mega-CD game, send it to us and you could earn big money. We pay £100 for the best maps (clock our *Flashback* spread) mainstream tips or solutions every issue. Please send tips to me at Playing Tips, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.

James Pond

Having trouble saving Christmas from the clutches of that evil Dr. Maybe? Here's a plethora of pointers to see you and Pondy through several of the levels. It's a fishy tale for sure…

The SPORTS level.

First and foremost, don't forget to check the rooves for extra credits and bonuses, there are plenty of 'em! It's possible to skip this level, but if it's extra points you're after, have a trundle through. If you're lucky, you can find a couple of extra lives in the first section. At the exit beacon, try and jump into the roof above the pole.

While in the TENNIS and CRICKET area, make sure you grab the wings on the right of the exit. There's a penguin hidden fairly high up and you need to flutter those feathers if you're going to find him. If you walk left from the start, locate the top tennis ball and leap. There are two extra lives hidden in the roof. If you're greedy for bonuses, there's a teensy weensy room about four screens from the very right hand edge of the section. It's positioned at the very top of the playing area and can't be reached unless you push the plunger nearby. A platform then falls and stops just under the bonuses.

When you find the BOXING and WEIGHTS section, you notice one of your targets in the room above. The only real way to get to it is to travel to the very top room at the end of the

d: Robocod

section and knock a plane out of a block, get inside and have a good old zoom about!

Left of the exit pole, just above the start point is an extra life. It's hidden behind the far left boxing glove.

The BOARD GAMES level.

There are four exit poles at the end, choose one of the four and the following will happen:

The first pole returns young Coddy back to this section, pole two is the usual, run-of-the-mill exit and takes you onto the next section, the third polel takes you to a couple of bonus rooms and pole fou completely warps you out of the level.

In the bonus room you can either go left or right from the start. If you go right, beware of the three blocks in a row, they are filled with poison. To the left, the blocks are OK and contain extra lives. The exit poles take you to another bonus room, but be careful, this time the blocks have been switched, the bad blocks are to the left and the good ones are on the right.

In the DOMINOES and PLAYING CARD section, keep a look out for a cavern that's slightly emptier than the rest. It contains a blank domino. If you walk through it, you find a bonus room and an exit to the next level.

The astute amongst you will notice an extra room, near the end of the section, above the cards. There's bonuses galore inside, with a bonus exit and an aeroplane.

The SWEETIE level.

Bonuses can be found in the bottom left-hand corner. Find two statues and leap on them for extra points. Stand on the statues until your bonus stops, then jump up and grab the brolly. Collect the pennies as you float to earth!

Travelling through the CAKE zone, there's a bonus lurking on the plates at the end of the section. There's a hidden room above the very first Bertie Basset that appears. Jump on the barrel of icing to find it. Believe it or not, there's *another* secret room in the roof to the right of the barrel. You can walk through the chocolate border to the exit.

In the AERO section, there's a hidden room, which can be reached via the first moving platform. There's a penguin in here and an invulnerability bonus, to boot!

The ARTS level.

A fairly easy one this, but if you want the bonuses scattered fairly high up, you need to negotiate the moving platforms.

In the PAINT section, there's a tunnel to the right of the exit, leading to another bonus room.

There's a hidden room to the right of the first moving platform, there's also a bonus near the birdies. Take this, then continue through the right hand part of the cavern, into a tunnel full of bonuses and a secret room.

In the bonus room, you'll be confronted with an exit pole. This isn't the real one and hitting it will take you back to the very start of the section. The real pole is to the right, surrounded by bonus credits aplenty.

And that's your lot, *James Pond* fans, make of it what you will!

Game Genie

Another familiar face! Business as usual for this section. You know how it operates so keep sending those codes in. The best code gets a T-shirt, the worst gets thrown away. Simple, huh?

BART VS THE SPACE MUTANTS

AJRTAA6R	Invincibility against hits.
A2RTAA8R	Infinite lives
AAXTBJ2E	Infinite rockets after you buy one
AAXABJ9G	Infinite bombs after you buy one
FJOAAA6N	Infinite paint after pick-up.
AJBTAAET	Start on Level 2
ANBTAAET	Start on Level 3
ATBTAAET	Start on Level 4
AYBTAAET	Start on Level 5
A1YACABY	Set Level 1 goals to one
AEAAEAEN	Set Level 2 goals to one

NHLPA HOCKEY '93

RH7TR60E	Master code — MUST BE ENTERED
AANACAC2	Period clock is frozen (no time limit)
HVWTAADO	Each period lasts a minute
CBWTA6DO	Each period lasts 60 minutes
AHXTBJ5J	All penalties last a minute
AWEAAA7Y	Infinite time-outs
AKTTAA3Y	No time-outs

TERMINATOR 2: The Arcade Game

RY6ABE3W	Start with one credit
RZ8AA6V6	Infinite lives
SF4ABEXL	Start on Human Hideout
SF4ABJXL	Start on Trip To Skynet
SF4ABNXL	Start on Skynet
SF4ABTXL	Start on Cyberdyne Systems
SF4AB2XL	Start on Freeway
SF4AB6XL	Start on the Steel Mill
AADTAAEL	Always have maximum gun power
RGJAA60C	Infinite energy
RZ8AA6XO	Infinite rockets and shotgun shells on pick-up

Road Rash 2

I've changed magazines, names and even T-shirts (a welcome change —Sub Ed), and can I shake off Pinky Lomas? I've got more chance of playing strip poker with a nun! Pinky's task in life is akin to that of a trainspotter: while they scour the land for trains, he scours every game for a cheat.

This time he's noticed something strange in EA's motorbike beat-'em-up. If you get a password that begins with 00DB, you can substitute EID8. This gives $309,760 on top of what you've already earned!

Cheers, Pinky, I await future correspondence (sarcasm, sarcasm and even more sarcasm!).

If the puny bikes on offer aren't fast enough for you, hold down Up, [A] and [C] on the title screen. Keep them held down and push Start to get to the race select screen. Take your mitts off the buttons and you should find yourself astride the Wild Thing — with a top speed of 225 mph and unlimited nitros!

Rolo to the Rescue

To prevent our big-eared friend being turned into a set of piano keys, **Matthew Gill** from **Bristol** has sent in a cheat to access a secret options screen.

On the title screen, hold down diagonal Up-Left and buttons [A] and [C]. Keep them held down and press reset.

When Rolo appears again, let go and press [B]. You should see a new options screen.



Putt & Putter

Bob Taylor from **Cheltenham** has sussed out a level-select for this alternative golf game.

Wait until the Sega logo appears. Press Down and Left on the D-pad. You should be able to choose any level.

Bio-Hazard Battle

For a level-select, hold down [C] on the title screen and rotate the D-pad in a clockwise direction. Keep doing this until you hear a strange noise then set your options. When you start the game, a stage-select screen appears.

Gods

Only available on import but a good game. If you're having trouble completing it, check out these codes:

Level 2: **NASHWAN** Level 3: **COYOTE**

Level 4: **FOXX**

Home Alone

If any of you lot out had the misfortune to get this game for Chrimbo (you wouldn't be mad enough to buy it, would you?!), give a big round of applause to **Dean McDonough** from **Liverpool** who has sent a list of weapons and the parts you need to make 'em. Those burglars won't stand a chance when you get to grips with these tips.

WEAPON / OPERATOR	PLATFORM / AMMO
Hot Coal Rifle:	Crossbow
Wire	Coal
Hot Coal Launcher:	Scoop
Wire	Coal
Hot Coal Mortar:	Can
Wire	Coal
Snowball Bazooka:	Hair Dryer
Rubber Bands	Snowballs
Snowball Launcher:	Scoop
Rubber Bands	Snowballs
Snowball Launcher	Can
Rubber Bands	Snowballs
Pepper Rifle:	Crossbow
Balloons	Pepper
Pepper Bazooka:	Hair Dryer
Rubber Bands	Pepper
Pepper Launcher:	Scoop
Balloons	Pepper
Pepper Mortar:	Can
Balloons	Pepper
Glue Rifle:	Crossbow
Balloons	Glue
Glue Bazooka:	Hair Dryer
Balloons	Glue
Glue Launcher:	Scoop
Balloons	Glue
Glue Mortar:	Can
Balloons	Glue
Super Ball Launcher:	Scoop
Rubber Bands	Ball
Super Ball Mortar:	Can
Rubber Bands	Ball

Sonic 2 LEVEL-SELECT

At Mr G Snipe's request, here's the Sonic 2 level-select again.

Go to the options screen and highlight the sound test. Now play tracks 19, 65, 09 and 17 (press [C] to play the track, all tracks need only be played for a second or two). Press Start to return to the title screen and hold down [A] then Start.

If things go well, you should be presented with a smart new level-select screen. On this screen is another sound test. If you play tracks 04, 01, 02 and 06 then select a level, you're SuperSonic as soon as you collect 50 rings!

Michael Jackson's Moonwalker

Here's a nifty stage select. Hold UP and LEFT and button A on controller 2. Then push start on controller 1 and select a one player game. After pushing start, you will see the words "Round 1". Simply hit left or right to select the levels and push Start.

Ghouls 'n' Ghosts

To change the game colours, select invincibility and choose level 5. Pass the three Minstral Winds and the cyclops on the wall, climb the ladders and stand on the highest block. Walk to the edge facing the pit and turn around. Now walk to the other end of the block. The game should automatically reset (if it doesn't, repeat the back and forth walking). Repeat the invincibility code, choose level 5 again. Press Start on the title screen and notice how strange the colours have become!

To get **secret bonus points**, at the end of each stage you can grab the key and receive a bonus of 5,000 points. Have the key on your left side, stand close to it and jump towards the left. It takes a bit of practice to get the timing right. If you get the key as you begin your jump, you should see the message "Nice Catch!" and receive 5,000 extra points!

To play the game in **slow motion**, enter this code during the title screen: Up, A, Down, A, Left, A, Right, A. If you do it correctly, you should hear a tone. Press Start until Arthur appears. Now Pause the game and press B. To

Help lines

Having trouble with a game? Need some advice from the experts? If so, this section's for you. The HELP LINES are a place to exchange information. If you're stuck on a game, send in your problem and Paz or a fellow reader will help you out. We hope!

Peter Phile from **County Antrim** in Ireland wants to know if you can access the Hidden Palace Zone on *Sonic 2* without the use of an Action Replay Cart.

Well Pete, me old fella, as far as I know, the Hidden Palace Zone is just a mass of sprites strewn around the screen, looking very much like a pavement pizza. But if anyone knows of a way to get into the zone without using any code peripheral, drop me a line at the address below.

'Please, Paz,' starts this grovelling letter, 'I'm a Sega nutter living in your home town of West Bromwich and I'm having a spot of bother on *Ex-Mutants*. I'm stuck on that big, bad guardian halfway through Level 2. I can wear his energy down to half but he keeps killing me. How do I destroy him? Signed A Hunt.'

Well, Mr Hunt, I think I can answer this one myself. As soon as he appears, collect the bombs and smoke pick-up. You have to judge where he's going to fly over the screen and position yourself directly beneath him and duck. He releases four fire bombs, which should drop either side of you.

Now's your chance to strike. As he flies off, jump up and let rip with the bombs until they've run out. If you get most of the bombs on target, he should only have a small amount of energy left. You have to resort to your handheld weapon but use the same tactic and you shouldn't lose too much energy.

Are there an extra lives cheat or level-select for *Batman Returns*? asks **Debbie Cohen** from **Colwyn Bay**.

I don't know of any, but I bet one of our devoted readers does. So if you're reading this and know of said cheat, don't be selfish, jot it down and send it in.

Stewart Pidsodd from **Ashby-de-la-Zouch** reckons there's a cheat on *Ecco: The Dolphin* that turns all the fish into furry mammals and Ecco into Sonic! We haven't heard of this cheat but if it works it'll be fantastic. Come on, *Ecco* fanatics, see if you can suss out this code.

WE OWE YOU NOTHING!

Yep, it's true. We don't *have* to give you anything for sending in answers to these queries — but we will!

Every person who sends in a correct reply will go into a draw to receive a SEGA FORCE MEGA goodie! It might be a T-shirt, it might be a lock of Adrian's hair — it might even be a signed photo of our new Staff Writer, Tim! Whatever it is, you can't have it unless you send in an answer.

To be in with a chance, post your replies to: **HELP LINES. SEGA FORCE MEGA, Impact Magazines, Ludlow Shropshire SY8 1JW.**

enter the **level select**, wait on the title screen for the words 'Ghouls and Ghosts' to float down from the top. Now press up, down, left and right. You should hear a short harp-like sound. At this point there are several codes to enter, they take you to the following places:

The Execution place: press Start
The Floating Island on the Lake: [A] and Start
The Village of Decay: Up and Start
The Town of Fire: Up, [A] and Start
Baron Rankle's Tower: Down and Start
Horrible Faced Mountain: Down, [A] and Start
The Crystal Forest: Left and Start
The Ice Slopes: Left, [A] and Start
Beginning of Castle: Right and Start
Middle of Castle: Right, [A] and Start
Loki (final boss): down, Right and Start

You can press the [A] button at the end of any of these codes to start in the middle, rather than the beginning of the level.
Japanese Mode: Select option from the opening screen. Choose 26 for Music and 56 for Sound. Hold LEFT and DIAGONAL on the D-button while pressing all three buttons and Start.

Fantasia

To max out your lives in the water stage, first fight your way to the second stage, to the point where the platforms go up. You now have to jump up the platforms to the top and you'll get a 1-up.

Next fight through the level, until you get to the magic book. Take it and keep moving right until you see a treasure chest. Go into the chest and you'll come out just past the platforms. Go to the left and jump back up the platforms. Do this trick as many times as you like!

Strider

May only be useful for folk with earlier Jap copies. For continues, press this combination when the grandmaster laughs at the start. [A], [C], [B], [C], [A].

Wani Wani World

Press reset twice when the Sega logo appears to gain extra lives.

John Madden '92

The full lowdown on the teams in this corker from *Electronic Arts.*

CHICAGO
An extremely tough bunch of guys this lot. Their defence is slow and their passing's poor, but on the offence, they're virtually unbeatable.

NEW YORK GIANTS
Brilliant all-rounders. They only lack in line area which is covering passes. They have good running and passing abilities.

GREEN BAY PACKERS
A pretty sad bunch of lads really! Their only good points are a kicker and a quarterback who can kick and defend.

WASHINGTON
Not as strong as Chicago but similar style of play. Virtually unbeatable passing wise, so keep changing your style of play to defeat these guys.

MINNESOTA
Unlike the Packers, their quarterbacks are a bunch of gibbering baboons! They're not brilliant attack wise. However, they *are* unbeatable in defense. So to thrash this team, go for a passing style game.

NEW ORLEANS
This team's worse than Hartlepool in English football- and that's saying something!! They lack speed, passing, aggression and I reckon Mr Kipling could do a better job as quarterback! Avoid this team at all costs.

PHILADELPHIA
This team's quarterback is definitely **not** Mr Kipling, in fact he's quite the opposite! This team's an all-rounder. Block tactics are the best to use.

Faery Tale Adventure

Leave the swan on the outskirts of the Plain of Grief before attempting the Citadel of Doom. Visit the Sorceress when you're low on luck. She'll give you 5 luck points (which equal one life), until you are maxed. Stock up on inventory items by repeating this: When you find something you need, grab it and then save and restore your game. Low on keys? Save the game before you use one, open a door and restore the game. You'll keep the key and the door stays open! You can ignore the 'Julian is starving' message when you have over 100 vitality points. To play the end game, try the following password: 7R2KUL6RSZXSK6NHGSDCB720663RI2HO785P

Dragon's Fury

Type in this code for 555,500 points and 33 balls: 09563 35555. And that's not Mat's telephone number! If you want to go straight to the last game, type the password 55CLAE8EC7. Your score's 999,999,900. Send the ball into the playing area. You gain an extra 100 points and the chance to tackle the last section.

Indiana Jones and The Last Crusade

Is that second level pissing you off? There's a way of avoiding all that unnecessary strain on your brain.

If you fight your way to the magical hat train car and jump up and down on the roof five or six times, you should crash into the car and skip to the end of the level! Smart, eh?

Budokan

To defeat Tetsuo Okabe (match 5) and Miyuki Hirose (match 8), select the Bo as your weapon. When the match begins, press A, B or C and hold Left. You will block all of your opponent's attacks. Wait until you have maximum Ki, the strike your opponent. One hit and you will win the match.

Galahad

To access a level skip, simply press [A], [B] and Start together. For invincibility, type L T U S on the password screen.

Gynoug

To get a stage select on the option screen, go to CONTROL and hold [A] for eight seconds. For infinite credits, hold Left, [A] and [C] during the Continues section.

Evander Holyfield Boxing

Select 'START NEW CAREER' and type in 'The Beast'. Now push Start. A green man with blue hair should appear!

You now win all fights, (unless you're a crap gamesplayer!) because you have full power, stamina, speed and defense. Try to use hooks and uppercuts because these are the easiest to perform and take away the most energy.

Try to build up power and speed when you get a chance to buy something. If your opponent keeps moving away when his energy's low, push [A], [B] and [C] together and he moves forward. Mind he doesn't smack you in the mouth when he does this, because you're unable to move.

When selecting an opponent, choose the highest ranking boxer you can fight because you get more money.

Centurion

Own the world with this password: QDUA VQ25 5555 55NK VKXW IPJI.

Shadow Dancer

For a level select, hold [A], [B], [C] and press START on the title screen. Go to Start Practice for a level select.

ROLLING THUNDER 2

Here are the codes for the Hard setting of Sega's platform shoot-'em-up.
Level 2: ....A MAGICAL THUNDER LEARNED THE SECRET
Level 3: ....A MAGICAL ISOTOPE BLASTED THE DEVICE
Level 4: ....A PRIVATE LEOPARD PUNCHED THE NEURON
Level 5: ....A SLENDER FIGHTER ELECTED THE GENIUS
Level 6: ....A DIGITAL RAINBOW MUFFLED THE SECRET
Level 7: ....A LOGICAL THUNDER SMASHED THE POWDER
Level 8: ....A ROLLING MACHINE DESIRED THE THUNDER
Level 9: ....A SLENDER NUCLEUS BLASTED THE TARGET
Level 10: ....A CURIOUS ISOTOPE CREATED THE KILLER
Level 11: .....A NATURAL PROGRAM DESIRED THE NEUTRON
...Which is all a surreal interpretation of my life story!

Predator 2

Level 1: Easy! Follow the arrows and get to the hostages before the predator does (sometimes you can find hostages just by watching the predator's sights!). Pick up the weapons but save some for the car blockade before the exit.

Level 2: Search the corners of the bulldogs for hostages and watch for the predator's sights. Against this level is easy and the end of the level is guarded by a helicopter souse your heavy weapons!

Level 3: Another easy level, the toughest challenge being the end of level lorry. To destroy the truck make sure you have grenades and aim for the three gunners, working from left to right (otherwise lock your gun in an upwards position).

Level 4: Simple! the main thing to watch for are predators riding on the trains and to make sure you collect the grenades and predators' spear weapons. The level boss is a predator who fires at you with lasers ad spears, so use spears and grenades to kill him quickly.

Level 5: Harder! Part of this level is a race against the predator to get the hostage, watch his sights carefully and use the ladders and ramps scattered about. When you come across any predators be sure to use their net weapons, spears and discs against them and pick up refills when you can. The end boss is another predator, but is no problem if you use nets and spear weapons.

Level 6: The toughest level yet is long, full of thugs, gun men and cars so don't be afraid to use your special weapons. be sure to destroy any car blockades as they normally guard medical packs and flak jackpots. Keep moving and lock weapon if necessary. When you reach the end of level track use the same tactics as level 3, and be ready to fight a couple of helicopters afterwards.

Level 7: The alien ship is the longest, toughest level with the most hostages to save (25) follow the arrows and you'll soon find hostages in each room. In some cases hostages are placed behind walls so you need to be sure to explore each room. Kill the predator, who are mostly defenceless and you're home.

Level 7: The alien ship is the longest, toughest level with the most hostages to save (25) follow the arrows up to one pointing towards a floor, move left and walk through the left-hand wall. You will be under constant threat from predators and laser gun emplacements so follow the arrows, keep moving lock your guns towards your predator and pick up their weapons. The armed predators are most dangerous so concentrate on them as you can earn yourself weapons. at the end of the level you will enter a small level yielding powerups before facing the predators' 'larger than normal champions.' Lock your fire upwards and use discs, spears and nets to kill him and earn the dueling pistol (harrigon will make for the exit himself).

Passwords

Level 2:	Killers
Level 3:	Camouflage
Level 4:	Los Angeles (enter space as well!)
Level 5:	Subterror (no space)
Level 6:	Total Body
Level 7:	NA

General tips for all levels are to keep moving, look, fire backwards when being chased and always keep ahead of the predators sights!



Lotus Turbo Challenge

If you want to go faster than my Metro (… get out and push —Mat, Ade and Warren), type in SLUGPACE on the password screen.

Another World

Delphine's first game for the MD and boy, it's tough! So to ease the strain, Paula Jordan from Cumbria has supplied us with the level passwords.
2: CLLD 3: LBKG 4: XDDJ 5: FXCC
6: KLFB 7: TTCT 8: XJRT 9: CKJL
10: HBHK 11: TFBB 12: TXHF 13: LFCK

Outrun

How do you fancy seeing the end of the game? Enter ENDING on the high score table.

Action Replay

Another section that survived the move! Keep your mince pies glued to this section every month to get the latest codes. And keep sending your home-grown codes, they earn a T-shirt if they're good.

JAMES BOND: The Duel

FF1B0D0008	Use with below codes
FFA37B0007	Use with above and below codes
FFA3970007	Use with above codes to give infinite lives
FF1B7D0007	Use with below codes
FF1B8D0007	Use with above and below codes
FFA37B0007	Use with above and below codes
FFA3970007	Use with above codes to give infinite energy

SHINING IN THE DARKNESS UK+US

001AFE0000	Herbs are free
0015060000	Depoison is free
0015160000	Wisdom is free
0015960000	Healer fruit is free
00159E0000	Smelling salts are free
002D3403E7	Use with below code to start the game with 999 points
002D4003E7	Use with above code
0012CE0000	Woodstaff is free (Snoopy'll be pleased)
0012360000	Word is free
00143E0000	Bronze shield is free
0014160000	Bronze armour is free

STREETS OF RAGE II

FFEF690000	Almost never get hit — player one
FFF0690000	Almost never get hit — player two
FFEF810068	Unlimited health — player one
FFF0810068	Unlimited health — player two
FFEF830005	Infinite lives — player one
FFF0830005	Infinite lives — player two
FFFC3C0099	Unlimited time
FFFC43000X	Level select
	(1–8, where X is Level x 2 and ranges 0–E)
FFFD05000X	Difficulty level

(where X is 0 (Very Easy), 2 (Easy), 4 (Normal), 6 (Hard), 8 (Hardest) or A (Mania))

Buster Douglas Boxing

Press Up and Start on the Game Over screen for another attempt.

Gaiares

Secret Invisibility: Pause the game, then press and hold down [A] and [C]. Then press LEFT, the screen should freeze for a second. Unpause and you're invincible. This must be done at the beginning of each level.

Stage Select: Go to the configuration mode by holding down [A], [B] and [C] and pressing Start. Place the Sound Test at 18. Hold down [A] on the second controller and exit the configuration mode. Press Start on the first controller to go to the Stage select.

Weapon Power-Up: Enter the Stage Select mode, then begin the game. Pause and hold UP, while pressing [A] twice. Resume the game and shoot TOZ to power up your weapon.

Weapon Select: Enter the Stage Select mode, then begin the game. Pause the game and hold UP while pressing [A] to select your weapon.

Mystical Fighter

On stage one, the first set of doors you come to, press and you enter a room. Press [A] to open the chest, then [A] again to collect the magic items.

On stage two, go behind the waterfall and collect extra energy.

On stage four, there are extra magic items if you press up on the first log.

Alan Lewis, Birkenhead, Wirral.

Desert Strike

Go to the option screen and type BQQQAEZ. Press start and you've got 10 lives! **D.B. Smith, Manchester**

Streets of Rage

Press Start on the second joypad when player one's about to die. Let the first character get killed and you continue with player two.

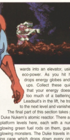
Onslaught

Entering all zeros as the code gets you almost all the squares on the map. This leaves you only the easy mountainous regions to cope with.

Captain Planet and the Planeteers

PLAYER'S GUIDE

Mat Yeo played through the whole game and saved Mother Earth — twice! — to bring you this level-by-level guide. He'd like it known we used only sustainable joypads and biodegradeable notepads in the production of these tips.



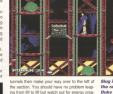
DUKE NUKEM'S URANIUM MINE

Tackle this radioactive zone first. Wheeler has an advantage here — her firepower enables you to clear this stage with ease.

Duke Nukem is using his uranium mine to produce toxic pollutants. Your mission is to destroy mining machines and atomic cloning devices. The entire underground complex is crawling with energy creatures and glowing boulders. Save your energy instead of wasting it by destroying rocks and automatons.

You start on the right-hand side of the level. Jump onto the conveyor belt and ride up to the first side tunnel. Walk along, dodging ore, and fire five normal blasts to blow up the machine.

Walk left and jump back onto the conveyor belt. Destroy the three machines on the right tunnels then make your way over to the left of the section. You should have no problem leaping from lift to lift but watch out for energy creatures that shoot across the chasm.



Reach the left-hand tunnels and repeat your actions as before. Destroy three mining machines while keeping your eyes peeled for bad guys and radioactive boulders.

Once all six machines are disabled, an exit sign and arrow appear. They guide you to the top-left of the level, where you have to face the diabolical Leadsuit.

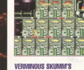
This armoured cretin has to be forced backwards into an elevator, using your eco-power. As you hit him, he drops energy globes and power-ups. Collect these quickly so that your energy doesn't take too much of a battering. Once Leadsuit's in the lift, he travels up to the next level and vanishes.

Slug it out with the radioactive Duke Nukem and his crazed sidekick, Leadsuit.

The final part of this section takes place in Duke Nukem's atomic reactor. There are three platform levels here, each with a number of glowing green fuel rods on them, guarded by glowing monsters. The Duke travels in a floating cage which drops down every once in a while to unleash more energy creatures. On top of all this, lightning bolts flash across the screen every few seconds.

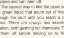
Start on the bottom level by blasting the atomic monsters. Before Duke Nukem can drop down with more of the blighters, jump on the power rods. Repeated jumping forces the rods into the floor. If the energy creatures reach the rods, they pump them back up again.

Once all the rods on a platform are down, move to the next section. Force the rods down on all three levels and Duke Nukem explodes.



VERMINOUS SKUMM'S SEWER HIDEOUT

Beneath the city lie miles of sewer pipes. These are currently inhabited by the half-rat creature, Verminous Skumm. This foul monster is pumping tons of toxic chemicals into the water supply. Your mission is to locate the outlet pipes and turn them off.

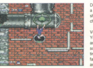


The easiest way to find the pipes is to trace the green liquid that pours out of them. Walk through the stuff until you reach a rusty red wheel. There are always two wheels in one location, both gushing out chemicals. Turn both of them off before moving on to find other pipes.

Switch pipes off by leaping into the air and pressing Up on the joypad. You'll ▶

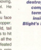






Defeat him by blasting him then dropping down a hole or another platform. Keep moving, shooting and dropping down a level. He changes colour a few times then explodes.

It's off to the city rooftops next as you face Verminous Skumm in his getaway chopper. You have to destroy his gun, windshield, tail and engine. Leap up onto the landing skis to hit some parts of the craft and dodge his fire all the time. You'll take a few hits but he's defeated fairly fast. When the helicopter starts to spin around, you've beaten him.

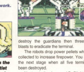


Locate and destroy five computer terminals inside Dr Blight's base.





Watch out for monster rats and cockroaches in the city's sewer network.



Dr Blight is the mad scientist responsible for constructing MAL, an evil computer.



hang on with your arms and the Planeteer twists the wheel until the green stuff stops flowing.

There are eight pipes to shut down and they're located throughout this section. Walking through the green goop drains your hero's energy but fortunately extra power can be obtained by blasting away at the rats and cockroaches that crawl through the tunnels. They won't die but drop extra energy globes and power-ups.

Turn all eight pipes off and the evil Squeak appears to blast you into a thousand pieces.

DR BLIGHT'S EVIL COMPUTER

The totally loopy scientist, Dr Blight, is using her super-computer, MAL (ho ho), to create dangerous genetic mutations. If you can't halt the rampage of these biological nightmares, the world's in serious trouble!

You start this level in the centre of MAL's computer core. Use the platforms to move around the levels, dodging lightning bolts. These are generated by machinery located underneath each platform. Blast the machines before leaping to the safety of another platform.

Located in the computer core are five terminals. These must be destroyed before the level can be completed. Unfortunately, each terminal's guarded by two robot assassins. Time your leaps correctly and you should avoid the enemy fire. Use your powerful three-shot to destroy the guardians then three standard blasts to eradicate the terminal.

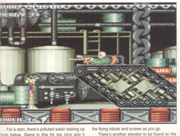
The robots drop power pellets which can be collected to increase firepower. You move onto the next stage when all five terminals have been destroyed.

Next up is the deranged Dr Blight. She's riding a computerised platform, mounted on a revolving mechanical arm. Make your way to the right of the screen and leap onto the middle platform. Face left and leap up in the air while firing. Your blasts should hit the metal arm. A few hits later and she's outta here!

HOGGISH GREEDLY'S UNDERSEA OIL RIG

This is the largest level and is best tackled with Gi and her water power. The fat misfit Hoggish Greedly has taken over an offshore pumping station and is using it to drain the Earth of its resources. It's up to you to stop his operations, once and for all.

You start on the left of the level and work your way across to the far right. There are various objects to avoid in this lethal section but take your time and you should make it through in one piece.



For a start, there's polluted water leaking up from below. Stand in this for too long and it drains energy. Stand on the pipes but steer clear of the ones that shoot scalding steam.

There are also giant screws which plunge into the floor at regular intervals, blocking your passage. Touch these and your power decreases.

On top of all this, flying drones take potshots at you. Use overhead pipes as cover and diagonal shots to hit the robots. You need a few direct hits before they come crashing to the ground, depositing an energy globe as they do so.

Make it through this mayhem and you arrive at a platform in the ground. Hop on it and you're transported to the next section. This time head off to the left.

Blast the yellow platforms to knock off their guns, then hop onto the platform. When it reaches the top, leap up and grab the overhead chain. Swing along the chain and dodge the flying robots and screws as you go.

There's another elevator to be found on the far left. Jump on it and you're carried up to the last section. The best advice here is to just leg it through the electrical current and dodge the robots whenever they appear.

Make it past this lot and you reach a set of steps. Position yourself on the right-hand side and crouch down. Rigger appears and starts blasting away with his grease gun.

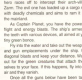
Wait for him to fire then stand up, blast and duck down again. After a half-dozen hits, he's finished.

Next up is Hoggish Greedly himself, seated in a heavily-armoured tank. Your first task is to leap up and take out the flame-thrower. With the thrower, you have to destroy the tank's fuel drums, located at the rear of the vehicle.

Use the springs in the floor and grab hold of the overhead chain. When you're over the tank, drop down and take some shots at the fuel drums. Hoggish turns round and charges at you. Spring up again and repeat this manoeuvre until the tank explodes.







ZARM'S DOOMSDAY BARGE

The final challenge! After completing the other levels, the Planeteers gather on Hope Island and summon up Captain Planet. The Earth hero races off to intercept their arch-villain, Zarm. The evil one has loaded up a cargo ship with deadly chemicals and aims to ram it into the mainland.

As Captain Planet, you have the power of flight and energy blasts. The ship's armed to the teeth with various devices, all aimed at your tiny green bonce.

Fly into the water and take out the weapons and gun emplacements under the ship. Use diagonal blasts and keep your distance. Watch out for the green creatures that attach themselves to your face. If this happens, fly into the air and they vanish.

Once all the guns below have been taken out, fly into the sky and take out the top emplacements. Don't panic if your energy's running low — there are loads of Earth globes scattered throughout the level. Blow up all weapons and prepare for the last battle.

Zarm appears at the top of the ship and is circled by energy globes and guns. Keep the pressure up and blast at all the globes until none remain. Zarm himself only takes a few hits then he explodes.

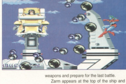
With Zarm gone, you've saved the planet and the good Captain flies off into the sunset until his next ecological adventure. ■

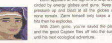


Hoggish Greedly's using a special oil rig to drain the Earth's natural resources.













Sunset Riders

Press Up by any doorway with two swinging doors. A lady gives you a bonus.

Either leap onto the beasts' backs, or simply stay on the balcony until they've passed by.

The purple bag contains dynamite. Pick it up and throw it over the stacked boxes.

When you leave the saloon, you're invincible for a few seconds. Use to your advantage.

Watch out for the barrel. A cowboy doesn't appear until you're close.

Shoot the burglar on the roof and he drops his swag bag which holds a weapon or bonus.

Sneaky gunmen hide in doorways until you've passed, then pop out and fire.

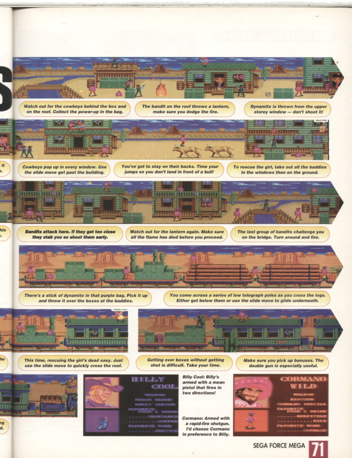
Watch out for any stray bullets from a crouching cowboy. If you think that you're gonna get hit, use the slide move to get out of the way.

Watch out for bandits sneaking up behind you and make sure you dodge those low poles.

Throw sticks of dynamite at cowboys hiding behind boxes and keep your finger on the fire button. Hit them before they get chance to fire — you've little room to dodge.

Shoot all the baddies in the carriage windows first then move along to the next screen.

More of the same, except pesky poles re-appear. Don't dawdle. Keep shooting and keep moving until you reach Paco Loco, who's waiting for you at the end.



Watch out for the cowboys behind the box and on the roof. Collect the power-up in the bag.

The bandit on the roof throws a lantern, make sure you dodge the fire.

Dynamite is thrown from the upper storey window — don't shoot it!

Cowboys pop up in every window. Use the slide move get past the building.

You've got to stay on their backs. Time your jumps so you don't land in front of a bull!

To rescue the girl, take out all the baddies in the windows then on the ground.

Bandits attack here. If they get too close they stab you so shoot them early.

Watch out for the lantern again. Make sure all the flame has died before you proceed.

The last group of bandits challenge you on the bridge. Turn around and fire.

There's a stick of dynamite in that purple bag. Pick it up and throw it over the boxes at the baddies.

You come across a series of low telegraph poles as you cross the logs. Either get below them or use the slide move to glide underneath.

This time, rescuing the girl's dead easy. Just use the slide move to quickly cross the roof.

Getting over boxes without getting shot is difficult. Take your time.

Make sure you pick up bonuses. The double gun is especially useful.

Billy Cool: Billy's armed with a mean pistol that fires in two directions!

Cormano: Armed with a rapid-fire shotgun. I'd choose Cormano in preference to Billy.

Pick up the Holocube, use it and observe the cinematic interlude.

Stand on this switch. It doesn't appear to help but opens a door you encounter later on.

No matter how loudly you swear at it, the lift insists on moving out of reach once you've moved away from the switch. However, if you drop a stone on the switch, the lift stays down. Once you've done this, nip across and pick up the teleporter.

Remember to store your position regularly, otherwise — should you die — you have to go right back to the start.

Use the ID to open this door.

This situation's certainly a sticky one — two ever-vigilant guards and a laser turret await anyone foolish enough to go near them. However, you don't have to put yourself at risk: simply throw a stone over the edge and let their own gun do the rest...

Using the fully-charged cartridge makes an artificial bridge appear. It's a lot safer than it looks but don't forget to shoot the robot — as soon as the walkway appears, he starts rolling toward you...

To exit this level and — quelle surprise — enter the next, simply hand over 500 credits to this cheerful old man. He, in turn, gives you a special belt attachment.

Whatever you do, don't touch the green stuff — it kills you outright. As long as you flick this switch and avoid the one on the floor, you'll get through.

Flashback

Perhaps the best arcade adventure of all time — but also one of the toughest. Follow these steps to get off on the right foot.



The stages which follow require even more dexterity and brain power. We'll bring you more *Flashback* level guides soon, but if there's a particular problem, write in and we'll try and help.



£10,000 m

Fancy winning loads and loads of money? In this exclusive competition, Imagitec are asking YOU to dream up ideas for a new Mega Drive game. If they like what they see, your dreams turn into reality as the Dewsbury dynamos take your concept and turn it into a game! There's a total of £10,000 at stake, too — this is the magazine world's most expensive competition!

It's true! **Imagitec** are offering three wildly creative SEGA FORCE MEGA readers a share of £10,000! They're looking for loads of ideas so they can produce three stonking-new Mega Drive titles.

It's *your* job to convince the guys your ideas have got enough clout to make the transformation from initial concept to console game. Thing is, where do you start? Here are just a few suggestions we've dreamt up:

1. You *could* write your thoughts down, detailing the game scenario (how the story unfolds, that kind of thing), the characters (their names, moves, functions in the game) and the levels (what they're called, how they should look etc).

2. Better still, why not *design* your game — put it on storyboards? Draw the main characters, sprites etc. Show **Imagitec** how each level should be represented, foregrounds, backgrounds and the like. Give the guys a real feel of how you think the finished game should look.

3. Or if you're *really* clever, why not make a mini-movie and put your game concept onto video?

The choice is yours. Whichever you feel is the best way of putting your ideas across.

From initial ideas

EUREKA! Blue hedgehogs'll have nothing on this one!

To storyboard design

Steven Spielberg does this all the time, and just look how much money he makes out of storyboards!

ust be won





Two great Imagitec games, Humans and Gadget Twins. The result of many brainstorming sessions, hundreds of storyboards and months of computer design. The stage is set for your ideas.

The dash for cash...

All entries will be judged by **Imagitec**. They'll choose the three ideas which they believe will make the best Mega Drive games.

The *first* entry to really catch their eye, the one that shows the most ingenuity will — wait for it, wait for it — win the creator a staggering £5,000! And two runners-up each receive £2,500 for *their* game ideas...

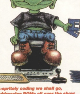
That's not all! We'll be following the progress of each game in SEGA FORCE MEGA over the coming months. From the judging of the entries, to the design and programming, to the advertising and marketing. Plus, you'll be invited to meet the **Imagitec** bods to see how your game ideas are taking shape.

You've a total of SIX WEEKS to get your entry to us. Not long! So slam your grey matter into gear; the closing date is **Thursday 5 August, 1993**.

Send your ideas, on whatever format you've chosen to **THE WEALTH OF IDEAS COMPETITON, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.** Have fun and good luck!

To programming





A-spritely coding we shall go, addressing ROMs all over the show...

To finished product!









We interrupt this Mega serious magazine to bring you a



Know someone with a Sega Master System?

If they're a mate, tell them about Sega Master Force.

If you can't stand 'em, tell them about Mean Machines.

Virgin GAMES CENTRE

SEGA FORCE MEGA

Cart Charts

Want to know what gamers up and down the country have been buying over the past four weeks? This is the place to look. The Virgin Retail Mega Drive chart reflects sales of 16-bit games from Virgin Megastores and Game Centres nationwide. There's the latest arcade chart, plus, our spies in the States and Japan supply us with the Top Tens from their respective countries. Expect some of them to be released in Britain in… ooooh… say, 32 years time!

UK Mega Drive Top Ten

1	▶	SUPER KICK OFF	US Gold
2	▲	PGA TOUR 2	EA
3	NE	FATAL FURY	Sega
4	▶	TINY TOONS	Konami
5	▲	ECCO: THE DOLPHIN	Sega
6	▼	ROAD RASH 2	EA
7	▼	DESERT STRIKE	EA
8	NE	BULLS VS BLAZERS	EA
9	▼	LEMMINGS	Sega
10	▼	STREETS OF RAGE II	Sega

The football season's over (you wouldn't believe it if you watch TV! —Ade) but **US Gold**'s *Super Kick Off* has held onto the top spot for well over a month now. It looks fairly safe at present. Let's see if that other **US Gold** game, *Flashback* knocks it off the pile when it enters the chart next month. Mega Drive owners are in a sporting mood, it seems, as **Electronic Arts**' golf sim, *PGA Tour 2*, rises three places to take the runners-up position.

Beat-'em-up fans, itching to get their mitts on *Street Fighter II*, have welcomed *Fatal Fury* to the fold. It goes straight in at number three and looks set to rise another notch. Another new entry is sports sim, *Bulls vs Blazers*, in at number eight. *Ecco: The Dolphin* swims up the British chart. Our lovable friends the **Lemmings** have almost fallen over the edge at number nine and one of the best MD beat-'em-ups, *Streets Of Rage II*, surprises us all by plummeting to number ten.

USA Charts

They're sport crazy in America! Five of the Top Ten games in the States have a sporty theme. Ecco and Sonic better take up athletics!

1 PGA TOUR GOL 2	EA
2 NHLPA HOCKEY '93	EA
3 ROAD RASH 2	EA
4 ECCO: THE DOLPHIN	Sega
5 SONIC 2	Sega
6 JOHN MADDEN '93	Sega
7 FATAL FURY	Sega
8 NBA CHALLENGE	Flying Edge
9 MONOPOLY	Parker Bros
10 STREETS OF RAGE 2	Sega

Japanese Charts

That strange *Columns* clone still clings to the Numero Uno slot, while the follow-up to *Streets Of Rage* is doing better in Japan than in the UK

1 PUYO PUYO	Sega
2 STREETS OF RAGE II	Sega
3 SPLATTERHOUSE 3	Namco
4 MAZIN SAGA	Sega
5 NINJA WARRIORS	Taito
6 ANNETTE AGAIN	Wolfteam
7 SONIC 2	Sega
8 DREAM THIEF	Sega
9 WOLF AND DEER	Game Arts
10 LEAGUE SOCCER	Game Arts

Arcade Charts

The Top Ten games played in arcades around the country over the past month. *Cadillacs & Dinosaurs* makes it to the top after three months release.

1 CADS & DINOSAURS	Capcom
2 WORLD HEROES 2	SNK
3 ZERO TEAM	Seibu
4 BLOCK BLOCK	Capcom
5 VARTH	Capcom
6 IN THE HUNT	Irem
7 GRIND STORMER	Toaplan
8 JUMP KIDS	Comad
9 FIGHTER'S HISTORY	Data East
10 PREMIER SOCCER	Konami

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G FORCE

Got a Game Gear? Then get into this!

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August 1993

Double Trouble!

Double Dragon Xtra hits the streets!

PLUS!
Land of Illusion
Home Alone






competition

WIN TWO GREAT SEGA GAME GEARS PLUS TEN CARTS FROM VIRGIN!

Virgin GAMES

Gear here

If there's one thing wrong with going away on a summer holiday, it's that you can't play your favourite Sega games. Lazing about on the beach is great for a while but after a couple of days it's pretty boring. The arcades deplete many a happy holiday-maker's funds long before it's time to go home — and you can't get a decent tan while pumping in the ten pees!

What's needed, then, is a games system that's both portable and cost-efficient... and that's where Virgin Games step in. They were so excited about our all-new G-FORCE section, they immediately offered a couple of handheld Game Gears and ten carts to go with them!

So, how about playing *The Terminator* in Tenerife? *Double Dragon* in Dorset? *Wolfchild* in the West Indies? *Global Gladiators* in Great Yarmouth? Or even *Superman* in Weston-Super-Mare? Sounds like just the job, doesn't it? Just check out the coupon on how to enter...

Here's the deal

To be in with a chance of wining one of these great prizes, simply tell us in 50 words or less where in the world *you'd* like to play a **Sega** Game Gear. It could be at the top of Mount Everest or the bottom of the Black Sea — the two that make us laugh the loudest win. Entries must arrive no later than **July 25**, and please, no Cliff Richard lyrics.

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* Subject to release.

News & Previews

Welcome to G-FORCE – the ultimate Game Gear guide. No-fuss in-depth reviews and previews tell you all you need to know about the latest small-screen games. We start with the news…



If it's on handheld, it's here! The full lowdown on new add-ons, the best competitions with cracking prizes and, without a doubt, the fairest, most accurate reviews for the Game Gear you're likely to find.

This month, Virgin Games try their hand at resurrecting a classic coin-op with *Double Dragon Xtra*. WWF fans get grappling in Acclaim's *Steel Cage Challenge*. Mickey Mouse goes ghostbusting in the sequel to *Castle Of Illusion* and, in *Home Alone*, Macaulay Culkin attempts to heighten his street cred and oust burglars in the game of the film. Screenshots are digitised directly from a Game Gear to ensure the best possible quality. Enjoy G-FORCE!

Smaller strides

It strides onto the small screen some time this autumn. What are we talking about? *Strider 2*, of course! US Gold are converting the MS game to handheld.

Princess Magenta's *still* in the clutches of the evil Master. It's your job to hack, slash and gambol your way through half-a-dozen levels, ousting some of the strangest mechanical end-of-level fiends to hit the Game Gear.

MS *Strider 2* scored 75% in the May issue of SEGA FORCE. We'll soon see if the GG version does any better.



Strike a light!

One of the best shoot-'em-up/strategy games ever is being converted to the small screen. Domark have the rights to publish Electronic Arts' storming game, *Desert Strike*. Domark promise to capture the feel of the Mega Drive game and, from what we've seen, fans of the genre are in for a treat.

The 8-bit version's not entirely finished yet but Domark have scheduled its release for late September/early October. We'll let you know the official date. It's programmed by The Kremlin, who worked on Domark's swanky James Bond game, *The Duel*.

Expect a preview and review real soon.

Distant ECCO

You'll be pleased to hear the smash hit MD game, Ecco: The Dolphin is being released on Game Gear. The final version's a few months away yet but we're told the 8-bit game will be much like its big brother.

On Golden Pond

Another **Electronic Arts** game that's been snapped up for Game Gear conversion is *Robocod*, starring the dude who's 'licensed to gill', James Pond. Dr Maybe's dangerously fishy plans for world domination are set to continue, thanks to **US Gold**, the guys converting Pondy to handheld.

The release date has been pencilled in for some time in July/early August. We've seen the 8-bit game and the graphics are 16-bit quality.

Platform fans can expect a full review in a forthcoming issue of G-FORCE.

We're in charge

Fed up with your Game Gear batteries running low? **Baker Plastics** claim they can put you out of your misery with the *ReChargeable Battery Power Pack*. This breathes new life into nicad batteries for up to two hours and is available at just £12.99. You could also transform your Game Gear pad with the **Baker Plastics *Game Gear Joystick***. The stick has an adhesive base and sits on the D-button. For £2.99, waggle to your heart's content and get to grips with favourite games.

Geared for Kombat

The **Williams** arcade smash, *Mortal Kombat*, is to be released on Game Gear. Hailed by its producers, **Acclaim**, as the biggest game of 1993, the handheld version's graphics are said to be 'mind-blowing'.

Mortal Kombat, developed by **Probe**, who brought us *Alien 3* and *The Terminator* is launched by Acclaim worldwide on Mega Drive, Master System and Game Gear on the same day. 'Mortal Monday', as it has been dubbed is Monday 13 September (and not in August, as some less-informed magazines claim).

The Mega-CD graphics are stunning, but will **Acclaim** have the highest scoring GG game ever? Let's wait and see…



It hits the spot: Virgin's clever platform game, Cool Spot, is due out on Game Gear around Yuletide — G-FORCE will review it then.

The energy test

Energizer

Battery makers Ever Ready are well chuffed with the newest addition to their range, the *Energizer*. It's a long-life alkaline battery, which, Ever Ready claims lasts up to six times longer than any other battery. So Steve put it to the test! He plugged *Super Space Invaders* into the Game Gear, played it for ages and left the GG running. Five hours and ten minutes later, the screen was *just* starting to fade. So, errr… Every Ready were right!

A pack of four LR6 1.5V batteries suitable for your Game Gear costs a mere £3.49. Available now.





Double Dragon Xtra

They're classic arcade games, but the *Double Dragon* series on console has been slated to the hilt. Can Virgin Games restore our faith in the Lee brothers with something xtra special?

If we said 'Mess with the best — die like the rest,' would it put the fear of God up you? 'Course not! But if the Dragon Lords, the roughest, toughest street gang around, approached with that motto tattooed across their foreheads, you'd hop on the nearest tube train and get the hell outta town!

Billy and Jimmy Lee, those world-famous Dragon brothers, were once friendly with the Lords almighty. However, they got too big for their boots and landed on the wrong side of the petrifying posse. Their cavalier attitude cost Jimmy his life.

Now, as Billy, you're out to avenge your brother's death. Up to your neck in martial arts action, punch, kick and somersault your way through six stages of urban warfare and tackle the odd sub-level along the way.

Knock chunks outta punks!

You start on Skid Row with three lives, each with four energy units. An arrow points the way to trouble and you set about knocking the pooh-pooh out of the Dragon Lords.

All bad guys have their own moves. Green-haired punks execute flying kicks, bald-headed beefcakes use their chests and flame-haired females swing their staffs and give as good as they get.

Of course, you don't just stand there. Press [1] to punch and [2] to leap and kick. To crouch and kick, press Down and [2]. You somersault if you run and press [2], and pressing both buttons executes your speed manoeuvre— well smart!

Keep your eyes peeled for weapons. You come across knives, swords, bats, guns and clubs. Hold onto them as long as possible.

When you've survived Skid Row, you're shown the hits you dealt and received. You're allocated points on how well you faired. ■

You play Billy Lee out to avenge your brother's death.

PAUL 47% When will software houses realise the *Double Dragon* licence is dead and buried? They keep churning out games based on two of the most boring brothers in beat-'em-up history. This wouldn't be too bad if the games were any good; this release goes down as one of the worst.

The 'action' is slow and tedious and isn't helped by drab graphics and annoying sound. The moves you execute are nothing out of the ordinary and the baddies have that 'seen it all before' air about them.

Double Dragon Xtra is a sub-standard beat-'em-up and pales in comparison to its principle competitor, *Streets Of Rage. Streets* isn't brilliant but it's a darn sight better than this.

If you liked previous *Double Dragon* games or you're certifiably insane, you might like this, but I doubt it very much.

Billy prepares to do battle. He's found a club on the pavement.

The green-haired punks are a pain in the ass! One's just floored Mr Lee.

ADE 52% It's Virgin's turn to breathe life into the turkey. These *Double Dragon* games are going to haunt us for a year and a day. Hopefully, we won't see any more on the larger consoles — I'll spit feathers if I hear the words '*Double Dragon 4*'.

Virgin claim to have souped-up the original *Double Dragon* game (hence the Xtra) and produced a challenging beat-'em-up for handheld owners. Well, it's fairly challenging, I'll give them that, but it's not a vast improvement on the original.

It's what I'd class as 'average'. The graphics are average (prepare yourself for a touch of flicker) and gameplay's average. Thank Heaven there's a good selection of adversaries to keep you interested. The sound's okay, with a decent theme on the title screen and gutsy, oriental ditties on each stage.

As with all the *Double Dragon* games, I found just a couple of moves were sufficient. The weapons are handy but it's difficult keeping them for more than a few seconds.

Double Dragon Xtra's not an all-out disaster. Beat-'em-ups fans won't be too disappointed but GG *Streets Of Rage* is out and it's better.







Double Dragon Xtra

Virgin
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57	Graphics
53	Sound
50	Playability
61	Lastability

A tired series. Virgin have done an OK job. We'd plump for Streets Of Rage

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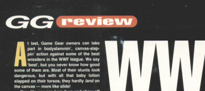
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WWF Steel Cage Challenge

With Saturday afternoon wrestling axed from our telly, Americans filled the gapwith 18-stone lycra-clad loudmouths! The biggest craze Stateside has taken Britain by storm — the game follows…

At last, Game Gear owners can take part in bodyslammin', canvas-slappin' action against some of the best wrestlers in the WWF league. We say 'best', but you never know how good some of them are. Most of their stunts *look* dangerous, but with all that baby lotion slapped on their torsos, they hardly *land* on the canvas — more like slide!

Now it's *you* can ham it up and show off in before the cameras as you put opponents through their paces. The old faithfuls are here: Hulk Hogan, Ric Flair, Randy Savage and The Undertaker are just a few of the ten you meet in *WWF: Steel Cage Challenge*.

Rage in a cage

Play against the computer or another player. Two can team-up to tackle a computerised opponent.

One-on-one is a straightforward match, where pinning an opponent to the canvas ensures a win. The tag-team option gives the choice of a partner and the two of you take it in turns to dish out well-rehearsed grapples.

Oh, we couldn't waffle on about *WWF: Steel Cage Challenge* without mentioning the eponymous cage itself, and which makes this sim differ from other wrestling games. The Steel Cage option puts you and your opponents behind a steel cage (no surprise).

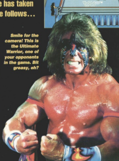
Ffirst wrestler to climb to the cage's top wins. It's your job to ensure the other man-mountain doesn't reach new heights. A good tug on their shorts ain't enough.

Once you've mastered the set moves, there's every chance you'll rise in the ranks and claim your reward: two bottles of lubricious baby lotion! ■

PAUL 48% Agh! *WWF Steel Cage Challenge* is probably the most frustrating game on the GG. It suffers the same problems we endured in the MS version, ie, basic moves can be executed with ease but throws and special moves are difficult. To use them, you're supposed to get in close and grab onto anything belonging to your fellow wrestler. This is nigh-on impossible, and when you *do* grab him, he usually lifts you in the air and throws you out of the ring.

Graphics and sound are very good. Animation is excellent and in-game tunes and effects don't grate on your eardrums.

It's a pity about the controls, but what can you do with two buttons? Even with the inclusion of the Steel Cage match, *WWF* goes down as a bit of a turkey.



Smile for the camera! This is the Ultimate Warrior, one of your opponents in the game. Bit greasy, eh?

It's a tag match. If things are getting tricky by the ropes, touch your team mate and he enters the ring.

ADE 57% The main attractions of wrestling simulations are the variety of moves and how well they're executed. *WWF: Steel Cage Challenge*'s problem is that most things happen by accident. There are times when you haven't a clue how you flung soméone over your shoulder or pinned them to the canvas. Annoying.

Moves are limited — punch, kick, punch, kick. A couple can only be executed when you're really close to an opponent and — as you'd thought — there's little skill involved; a couple of button presses and the hope that something will happen! This is a real pain.

A pity about the gameplay, because the graphics are up to the standard we've come to expect of Acclaim. The sprites are small but well defined, animation can't be faulted. The sound's pretty unconvincing. No gutsy grunts and groans and an average theme tune.

If you're a wrestling fan who's been gaggin' to get their mitts on a GG game of this genre, you may persuade yourself to go out and buy it. Pity *I* can't persuade you, 'cos *WWF: Steel Cage Challenge* ain't mind-blowing stuff. I hope Hulk Hogan isn't reading this!

WWF Steel Cage Challenge

Acclaim
£27.99

72	Graphics
43	Sound
53	Playability
50	Lastability

53

An above average game but it will only appeal to die-hard WWF fans

Out: June ☎ Acclaim 0962 877788



© The Walt Disney Company 1993



Leap onto the balls on the right. Use them as a platform but don't dilly-dally, you soon fall off!



Land of Illusion Starring Mickey Mouse

With never a wrong foot on Sega machines, Walt Disney's leading man's back on Game Gear, tackling his toughest adventure yet. Is it another jewel?

Mickey dozed off while reading a book and ended up being teleported to a magical world. But it was nothing like the colourful pictures in his story book. The sky was dark, the grass grey, the landscape washed out.

A young girl Mickey met in the nearest village explained the dreariness. A sadistic spectre had half-inched the jewel which gave the kingdom its magic. The locals needed a saviour to find the jewel, do away with the ghoul and return their land to its former splendour. Yep, you guessed — Mickey volunteered!

Guide Mickey through 14 fantasy-filled levels, dodging baddies and locating the exits. If you've played the MD game, *World Of Illusion*, you'll spot a couple of familiar features, like the piano which churns out power-ups and giant blooms which shoot you to higher platforms.

Preliminary stages are fairly straightforward. Move from left to right, bottom-bouncing bad guys. Expect confrontations with snakes, bees, ghosts and worms.

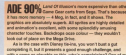
In the underwater section, fish *can't* be bottom-bounced. Either swim around them or lob the nearest object in their path.

Your goal is to locate magic potions, which are the key to secret doors. Find the phial, pop the cork and your route to the next level becomes clear.

This outs puts puzzle-solvers in their element. There are loads of pick-ups, too. Smash boulders to reach chests or fling them at adversaries. Gold blocks are used as stepping stones, while springs help Mickey over high walls. A shrinking potion allows access through gaps. A rope helps Mick tackle mountain peaks and lanterns shed light on otherwise darkened levels.

The spectre has laid a bag of tricks and traps for unsuspecting gamers. He knows you're coming to dinner. Make sure it's not *you* who ends up in the soup. ■

Yikes! Mickey encounters a snake at the top of a tree. He throws an apple to avoid being eaten.



ADE 90% *Land Of Illusion*'s more expensive than other Game Gear carts from Sega. That's because it has more memory — 4 Meg, in fact, and it shows. The graphics are absolutely superb. All sprites are highly detailed and animation's excellent, with some splendidly amusing character touches. Backdrops ooze colour — they wouldn't look out of place on the Mega Drive.

As is the case with Disney tie-ins, you won't bust a gut completing it, but it presents a good enough challenge, and with a game as playable as this, who's complaining? One of my favourite GG games so far this year.

MAT 89% YES, it was worth the wait. Along with *Sonic 2, Land Of Illusion* surely rates as the top handheld platform game. Everything that's found in the MS version is included (though smaller). Each level's decked out in bright, cartoony colours, but there's time to stop and stare, because action and excitement are non-stop as Mickey bounces through this enchanted land.

My only gripe is it's far too easy and I had little trouble completing it in a few hours. Unlimited continues make the going easier still.

Wacky levels, bizarre creatures, secret passages and thrilling platform action are what this is all about. A definite purchase.

Land of Illusion

Sega
£32.99

90	Graphics
85	Sound
88	Playability
78	Lastability

89

A brilliant platform and puzzle game. One for your collection

Out: Now (Import) ☎ Comtazia 0384 261698

Home Alone

Love him or loathe him, bet you wish you had Macaulay Culkin's money. He's set to rake in more readies with a game based on his first film. Movie tie-ins have rarely been strong on console, can Sega's homely offering break with tradition, or should it be left well alone?

Doesn't it strike you as strange how loving parents go jet-setting here and there and forget to take their darling son with them? Nobody *thinks* of phoning the Social Services. Ho-hum, in movie land, *anything* can happen.

Kevin's parents have gone on vacation and left the little brat on his Jack Jones. Little does he know, a gang of burglars are plotting to rob the entire neighbourhood of all but the kitchen sinks!

Kev, in his wisdom, decides to stop them. Traps are set in houses the burglars haven't yet visited and weapons made from various articles left lying around, or bits and bobs discovered while sledging around the gardens and parks of Kev's home town.

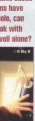
There was a crooked man...

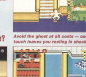
When you find a house with burglars inside (you'll more than likely see their van outside), make sure you've got some weapons at the ready. You have to slow the blighters down till the cops arrive.

Glue ensures the ruffians come to a sticky end. Elastic bands help launch missiles. Hairdryers are handy for melting snowballs, ice cream scoops fling hot coals and magnets combine with other weapons to stop the thieves in their tracks.

The more you hit them with your home-made arsenal, the more you hurt them! This sends their pain levels soaring and they disappear for a while.

If you last for 20 minutes without being caught and strung to the nearest wall, the boys in blue arrive to save the day. If all the houses are robbed, the game's over. Kev loses the brattish image he's so very, very proud of and car booters everywhere have a field day! ■





Avoid the ghost at all costs — one touch leaves you reeling in shock.



There's no business like snow business! A well placed snowball made the burglars freeze — literally.

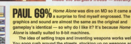
ADE 56% When we first saw the Mega Drive version of *Home Alone*, way back in SEGA FORCE 12, we expected something amazing. With a massive movie licence behind it, Sega should've pulled out all the stops. Sadly, they didn't, and they haven't gone out of their way to make amends with the hand-held version.

Home Alone's certainly one of the strangest games I've played. It has several neat touches, like the sledging and weapon-making, but they never add up to anything dazzling.

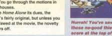
The graphics are relatively good throughout. The houses have their own styles of decor but the young man himself isn't well animated — he walks with a limp! He's fairly easy to control, though.

Preventing a house from being swamped by crooks is fairly involved. The problem is, once you've set traps and scared the life out of them in *one* house, that's it! You go through the motions in the other houses.

To give *Home Alone* its dues, the gameplay's fairly original, but unless you really guffawed at the movie, the novelty soon wears off.



If Kev's feeling a little chilly, a visit to the boiler house should warm him up. Search the pipes for hidden weapons.



Hurrah! You've saved the house from those no-good thieves. Check out your score at the top of the screen.

PAUL 69% *Home Alone* was dire on MD so it came as a surprise to find myself engrossed. The graphics and sound are almost the same as the original and gameplay's identical — so why do I like it? It's because *Home Alone* is ideally suited to 8-bit machines.

The idea of setting traps and inventing weapons works well. You soon rush around the streets, stocking up on weapons and keeping track of those pesky villains.

With three sub-games and three difficulty settings, *Home Alone* presents quite a challenge. If you like the films and fancy a different sort of game, give it a go.



Home Alone

Sega
£29.99

69	Graphics
50	Sound
61	Playability
58	Lastability

63 Very different but lacks variety. Another wasted film licence

Out: Now (Import) ☎ Mr Disk 021 616 1168





Buyers' Guide

Carts cost, which is why we put the cart before the remorse. Save yourself time, money and trouble by using this listing. Every single Mega Drive and Mega-CD game reviewed in past issues of SEGA FORCE is included. It's all here, arranged under major gaming categories with the name and number of the publisher, price, an informative comment and our overall rating. Simple! Straightforward! Essential! Browse at your leisure...

The people who help us are the people to help you

ACE	071 439 1185	Krazy Konsoles	0422 342 901
AMS	081 201 0535	Mr Disk	021 616 1168
Comtazia	0384 261 698	Telegames	0533 880 445
Game Zone	0908 226 696	Video Game Box	0425 616 705
Killer Konsoles	0438 367 406	Video Games Centre	0202 527 314



Arcade Games

Coin-op conversions and mixed-genre games make these games the most action-packed around. *Dragon's Fury* leads the pack with 93% — what could be more arcade-like than pinball?

ALISIA DRAGOON

SEGA ● £19.99 ● Tel 071 373 3000 — **78%**

A magical wench, unleashing thunderbolts and teaming up with little dragons to save a fantasy world. Plenty of good ideas and not enough enemies, but a bargain at this price.

AMERICAN GLADIATORS

GAMETEK ● £39.99 ● Tel 0101 305 935 3995 — **47%**

Compete against the Glads or some friends in six events, including The Assault, Atlasphere and Joust. Graphics, sound and events are uniformly mediocre and the package soon bores. For die-hard fans of the series.

BATMAN

SUNSOFT ● £39.99 ● Tel 010 1714 8914500 — **79%**

Based on the Tim Burton movie, graphics are as dark and grim as the real thing. Platform, beat-'em-up and racing elements keep you busy but it's a bit easy.

BATMAN RETURNS

SEGA ● £49.99 ● Tel 071 373 3000 — **67%**

The Bat's back — as are the murky visuals. The Caped Crusader is slow and a devil to control, gameplay's repetitive but there's a challenge this time.

BATMAN: REVENGE OF THE JOKER

SUNSOFT ● £39.99 ● Tel 0101 714 891 4500 — **60%**

The laughing one has henchsprites everywhere but the comic version Batman has a multi-purpose Batarang. It's monotonous and *tough*. Some good graphics, though.

BATTLETOADS

TRADEWEST ● £39.99 ● Tel 0101 903 874 2683 — **58%**

Pimple the Battletoad has been captured and one or two toad colleagues launch a rescue. Various types of level and colourful graphics are commendable but it starts very difficult and gets tougher! Platform fans looking for a challenge should check this out.

CLASSIC ARCADE COLLECTION

SEGA (CD) ● £42.99 ● Tel 071 373 3000 — **66%**

One winner — the original *Streets Of Rage* — but *Columns* has had its day, *Revenge Of Shinobi* is middle-of-the-road and they've taken the two-player option from *Golden Axe*.

CRUEBALL

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **62%**

Motley Crüe music and aggressive metallic graphics but (or should that be 'so'?) this is a dull pinball table. Few bumpers and ramps, progress is slow. Buy the next game...

DRAGON'S FURY

TENGEN/DOMARK ● £39.99 ● Tel 081 780 2222 — **93%**

Three smooth-scrolling screens of mystical pinball 'table' are haunted by monks, undead soldiers and a transforming enchantress. Thumping good sounds and fast, realistic ball movement bring it to life, and with a host of bonus rooms, you'll flip over the lastability! Who would have thought console pinball could be so much fun?

DJ BOY

SEGA ● £39.99 ● Tel 071 373 3000 — **32%**

As the Boy, skate and bash through levels. Graphics are drab, effects similarly basic and controls are unresponsive. Available for years on import, it's terribly old fashioned and deathly dull.

GADGET TWINS

IMAGITEC ● £39.99 ● Tel 0101 305 935 3995 — **80%**

Bop and Bump take to the skies to find their king's gem, collecting coins in order to buy better baddie-bashing gadgets. Bright, cartoony graphics give the illusion of a child's game but a big challenge and superb two-player option prove otherwise.

GREENDOG

SEGA ● £39.99 ● Tel 071 373 3000 — **72%**

Greendog dodges animals or stuns them with a frisbee as he searches for the Lost Surfboard of the Ancients. He travels on skates or skateboard on alternate levels, adding flavour to a so-so cart. This is one surf dude worth hangin' out with.

MAKE MY VIDEO: KRIS KROSS

SONY ● £44.99 ● TEL 0101 310 858 3777 — **78%**

Not exactly arcade, but it doesn't fit *any* category. Use three video screens and effects such as strobe and slice to recreate videos requested by a radio/video show's 'listeners'. If you like the band, you'll love it, otherwise interest soon palls.

MARBLE MADNESS

ELECTRONIC ARTS ● £34.99 ● Tel 0753 549442 — **77%**

Weird geometric landscapes are the home of weirder creatures, all out to stop the marble. It's a race against time — and sometimes a second player. Graphics are unusual but effective, controls and gameplay are unique. If only there were more levels...

OUTLANDER

MINDSCAPE ● £39.99 ● Tel 0444 246333 — **63%**

In a post-nuclear world, hit the road... slowly, and nudge and shoot bikers. There's a neat inset screen which is used to line up a shotgun with targets but this partly causes the slowdown. The action switches to scrolling beat-'em-up when you enter a village. An average *Mad Max* crash 'n' bash.

PAC-MANIA

DOMARK ● £29.99 ● Tel 081 780 2222 — **71%**

Pac-man gets an update, receiving three-dimensional mazes and a jumping ability. Gameplay's simplistic but highly playable, helped by a nicely-shaded Pac sphere and toe-tapping music. Wonderful semi-nostalgia.

PAPERBOY

DOMARK ● £39.99 ● Tel 081 780 2222 — **50%**

The coin-op wowed punters when it first appeared, but without the handlebars and speech, the conversion disappears into the crowd. Trundle along diagonally-scrolling streets, throwing papers into mail boxes and avoiding odd people. Graphics and sound are quite close to the coin-op but the gameplay's novelty soon wanes.

PAPERBOY II

DOMARK ● £39.99 ● Tel 081 780 2222 — **55%**

More of the same, but you can choose your sex and launch papers both left and right — though this is unnecessary on individual sections. Lots of great speech provides laughs but gameplay's strictly limited.

ROLLING THUNDER 2

SEGA ● £39.99 ● Tel 071 373 3000 — **79%**

Become Secret Agent Leila or Albatross and infiltrate enemy bases, pumping adversaries full of lead and ducking into doorways. Large, realistically-animated sprites, tough but playable.

SAINT SWORD

TAITO ● £39.99 ● Tel 0101 708 520 9280 — **65%**

Hack your way along levels and transform into a centaur, birdman or fishman! It's a great idea and so a pity it's been wasted. Collision detection's cruel but short, dull levels mean you won't care. Reasonable graphics, few effects.

TOXIC CRUSADERS

SEGA ● £39.99 ● Tel 071 373 3000 — **61%**

Choose Toxie himself or one of his colleagues and become a Crusader (or two) and run then skate along six levels, bashing baddies and collecting power-ups. Although some sprites are well formed, repetitive gameplay, iffy collision detection and bad control response send this to an early grave.



Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Three of the winners, *Prince Of Persia, Another World* and *Flashback*, sport the best MD animation ever.

ALEX KIDD – ENCHANTED CASTLE

SEGA ● £19.99 ● Tel 071 373 3000 — **37%**

Explore Paperock Planet, battling and chatting to various characters. Games of Paper, Scissors, Stone earns items to help you. Bland MS-like graphics, naff scrolling, forgettable effects, poor controls and insipid gameplay.





ANOTHER WORLD

VIRGIN/DELPHINE ● £39.99 ● Tel 081 960 2255 **91%**

An experiment gone wrong sends Lester to another world. Armed with his wits, a gun and stunning polygon animation, he tackles its dangers. Sharp reflexes and a sharp mind are required to conquer this atmospheric epic.

BART VS THE SPACE MUTANTS

FLYING EDGE ● £39.99 ● Tel 0962 877788 **91%**

Eek! The Space Mutes are plotting to take over the Earth! Only Bart Simpson knows of their plot so is out to save the day. He first uses a spray can and ingenuity to spoil the items they need. Neat sprites, bubbly muzak and Bart samples polish up this engaging cartoon-like adventure.

ECCO: THE DOLPHIN

SEGA ● £39.99 ● Tel 071 373 3000 **91%**

The dolphin's chums have been 'napped. Ecco explores, consults glyphs and uses sonar to stun opponents. Superbly drawn and animated graphics, evocative sounds and a strangely soothing challenge.

FLASHBACK

US GOLD ● £39.99 ● Tel 021 625 3366 **93%**

Conrad's travelled to an alien planet to thwart their Earth-conquering plan. Many objects are collected and places visited, all richly coloured. Animation and attention to detail are unbelievable. The best of its kind.

NIGHT TRAP (CD)

SONY ● £54.99 ● Tel 0101 310 858 3777 **74%**

Controversy time! Scan different sections of a house and trigger traps to defend young women. It's a repetitive matter of finding enemy after enemy, but the sound's great and digitised video pleasing. No violence or nude women, though!

PRINCE OF PERSIA (CD)

BRODERBOUND ● £44.99 ● Tel N/A **69%**

What else but save the princess? There's a good intro and a great set of authentic eastern tunes but the graphics are mediocre for a CD game and it doesn't play as well as the Master System version. Let the damsel croak.

SHADOW OF THE BEAST

SEGA/TECMAGIK ● £19.99 ● Tel 071 373 3000 **54%**

Traverse scrolling plains and vast caverns to find your loathed master. Keys, potions and weapons are collected, although fists are often used. Parallax scrolling and detailed sprites don't increase lastability.

SHADOW OF THE BEAST II

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **68%**

The hero, human once more, is in search of his sis. Enemies , are dispatched with a ball and chain, objects are found, used and traded. Graphics and sound are impressive but gameplay's tough and puzzle solutions are tenuous.

TIME GAL (CD)

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **70%**

To help guide Gal through time, react to globes at the screen's edge. Japanese cartoon action portrays dinosaurs, WWII planes, pirates, sharks and the undead. Great fun but, like most cartoon-based CDs, sadly limited.

TOEJAM & EARL

SEGA ● £19.99 ● Tel 071 373 3000 **90%**

Three-legged ToeJam and fat Earl have crash-landed on a particularly weird part of Earth. One or two players search for parts of their ship while gathering 'presents' which fend off adversaries. An astonishing array of wacky sound samples and cartoon graphics make it a feast for the senses. Weird — but cool!

WHERE IN THE WORLD IS CARMEN SANDIEGO?

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **81%**

As an Acme detective, search for Carmen and her henchmen. An icon-driven control system's used to gather clues which lead to various locations. Digitised pics and cartoon sprites but it's the deductive gameplay that hooks.

WHERE IN TIME IS CARMEN SANDIEGO?

ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 **79%**

Use the enclosed encyclopaedia to find clues to historic times and places. A pointer system enters clues to narrow down and capture suspects. Graphics are bland but 80 missions keep you busy and teach you a few things, too.

WONDERBOY V

SEGA ● £39.99 ● Tel 071 373 2222 **84%**

'Boy explores Monster Land in arcade sections, slaying monsters to earn money for weapons, magic spells and items. A relaxed pace but the mixture of arcade and RPG works well. Battery backup keeps you going.

Beat-'em-up

If inflicting black eyes, bruises and broken limbs is your idea of fun, there's sure to be something here you'll enjoy. Several involve platform sections but body blows are king.

CYBORG JUSTICE

SEGA ● £39.99 ● Tel 071 373 3000 **40%**

Bash mechanoids' bolts. A number of robot-rattling options, including 'build your own', and superb animation, but gameplay's as repetitive as the backgrounds and flat as the effects. Try but don't buy.

DOUBLE DRAGON

BALLISTIC ● £29.99 ● Tel 081 877 0880 **39%**

Jimmy and/or Billy Lee pound through thug after thug, level after level, to rescue their favourite girl. It doesn't take them long because *DD*'s easy, not to mention outdated.

DOUBLE DRAGON II

ACCLAIM ● £39.99 ● Tel 0962 877788 **70%**

Jimmy and brother go in search of magical gems which bring people back from the dead — pretty handy, especially as Jim's girl is currently corpse-like. Great graphics and sound but limited moves and repetitive gameplay spoil this scrolling bash-'em.

FATAL FURY

SEGA ● £39.99 ● Tel 071 373 3000 **79%**

From eight ugly, muscly streetfighters, one-on-one bouts are arranged, *Street Fighter II* fashion. Graphics are impressive — massive characters but minimal slowdown — and moves take time to master. The computer's a good opponent but a second player's better.

FISTS OF STEEL

SAGE'S CR. ● £44.99 ● Tel 0101 415 346 2278 **29%**

A crusty coin-op featuring cute dwarven fighters. But their animation is pitiful (two frames per action) and FX are dreadful. There are only two moves and you can't retaliate once an opponent starts laying in. A loser.

GOLDEN AXE II

SEGA ● £19.99 ● Tel 071 373 2222 **88%**

One or two players become a barbarian, dwarf or Amazon woman to retrieve the axe. Basically the same as the original but with tougher, faster enemies and controllable magic level. Not massive but a lot of fun for two combat fans.

KING OF THE MONSTERS

SEGA ● £39.99 ● Tel 071 373 3000 **62%**

Become a Godzilla lookalike, rock creature, mutated insect or giant superhero and mangle Japanese towns while battling another monster from the list. An energy barrier keeps the duo in check and icons eventually power you up in awesome fashion: your sprite changes colour. Frivolous graphics for frivolous gameplay but it passes a few hours.

LAST BATTLE

SEGA ● £19.99 ● Tel 071 373 3000 **22%**

One of the first MD games — and it shows. Standard walk and punch gameplay, few moves and awful sound, *Last Battle* is the standard reply to 'What's the worst game you've played?'

MAZIN SAGA

SEGA ● 39.99 ● Tel 071 373 3000 **67%**

In a post-apocalypse world, command the Mazinger-Z armour in *Golden Axe*-style levels, switching to *Street Fighter II* one-on-one at the end of each. Graphics are amazing: the massive dinosaur foot and skeleton are huge and the *SF*-like sections are superbly animated. Gameplay lacks 'oomph'.

PIT FIGHTER

DOMARK/TENGEN ● £49.99 ● Tel 081 780 2222 **79%**

Become Buzz, Kato or Ty and fight down and dirty with ten fighters. Digitised graphics and sound add realism as you pound the controls, learn moves and grab handy objects. Pricey and crude but still exciting.

POWER ATHLETE

KANEKO ● £39.99 ● Tel 0101 708 808 1370 **57%**

A *Street Fighter II* wannabe. In one-player mode, you're stuck as Joe, and there are few moves. It's too easy but there are plenty of options and graphics are crisp and smooth.

SPLATTERHOUSE 2

SEGA ● £39.99 ● Tel 071 373 3000 **41%**

Transform into a steroid-poppin' psycho to rescue your girlfriend. A variety of horrific beasts attack; retaliate with fists, feet, and later staffs, bones and chainsaws. Unfortunately, gore is all this has to offer.



STREETS OF RAGE II

SEGA ● £44.99 ● Tel 071 373 3000 — 93%

The best Sega beat-'em-up got better — and meaner. The four heroes — Axel, Blaze, Skate and Max — have many moves and several objects to maim the mobsters who stand between them and Mr X. A massive 16 Meg memory allowed the programmers to use big, fast sprites, parallax scrolling, brilliant music and sampled effects. An epic bone-crusher.

TMNT: THE HYPERSTONE HEIST

KONAMI ● £39.99 ● Tel 081 429 2446 — 81%

Konami's first MD game is nothing amazing (it *is* only the Ninja Turtles, after all) but the cartoon graphics, manic sounds, sense of humour and frantic action are enough to keep anyone happy — unless they select *Easy* mode.

WWF WRESTLEMANIA

ACCLAIM ● £39.99 ● Tel 0962 877788 — 75%

Grappling fans are well catered for, with one-on-one, tag team, tournament and Survivor Series matches and eight WWF wrestlers, including the highly predictable Hulk Hogan and remarkably jocular Undertaker. Slick presentation, big sprites and many moves put Wrestlemania in your hands.

Flight Sims

Get away from it all. Fly into the blue and above the clouds, relax… before pumping several dozen rounds into an unsuspecting enemy fighter! Not much choice, yet.

F22 INTERCEPTOR

ELECTRONIC ARTS ● £39.95 ● Tel 0753 549442 — 80%

F22 takes the complication out of flying — you automatically refuel and don't take off/land, unless you choose otherwise. What's left is fast action and lots of it. Slick 3D and good FX put you in the picture.

LHX ATTACK CHOPPER

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 91%

An Apache also at your disposal, missions involve many vehicles, weather conditions and strike times. Impressive external views and rockets/explosions. Tests your nerve and noddle.

MIG-29

DOMARK ● £39.99 ● Tel 081 780 2222 — 84%

Take a MiG on five varied combat missions around the Middle East. The polygon graphics are detailed and fairly fast, the soundtrack's great and pull-down menus easily used. Realism and depth for your money.

STEEL TALONS

TENGEN ● £39.99 ● Tel 081 780 2222 — 62%

Pilot an Apache attack helicopter on 12 missions in an attempt to earn Steel Talons membership. Good vector graphics but perspective and occasional sluggishness puts you off. Uneventful; missions are easy to give up on.

Platform

Conquer villains and strange lands in leaps and bounds. A range of styles is presented here, from the strategy of *Humans* to *Captain America*'s heroics and aquatic antics of *The Little Mermaid*.

BONANZA BROS

SEGA ● £19.99 ● Tel 071 373 2222 — 78%

As Robo and/or Mobo, break into buildings, collect swag and shoot or stun guards. This wacky coin-op conversion features unusual Lego graphics and neat cooperative gameplay. Original, fast-paced fun.

CAPTAIN AMERICA

DATA EAST ● £39.99 ● Tel 0101 408 286 7080 — 80%

Choose from four of Marvel Comics' Avengers — Iron Man, The Vision, Hawkeye and Cap — then use fists and weapons to tackle the Red Skull's thugs and super-accomplices. A suitably bright, cartoon-like, energetic game, it has loads of wacky speech. Lastability is dubious but the two-player mode restores the balance.



CHAKAN

SEGA ● £39.99 ● TEL 071 371 3000 — 62%

Doomed to eternal life until he rids Earth of supernatural evil, use Chakan's twin swords to do just that. Controls are awkward, levels play and feel the same. Moody graphics, lukewarm gameplay.

CHIKI CHIKI BOYS

CAPCOM ● £49.99 ● TEL 0101 4087 270 4000 — 83%

Sword-swiping Chiki Boy becomes Flying and Sea Chiki in certain sections of this typically Japanese, cute and colourful romp. Varied graphics, plenty of hidden extras and tough levels, but the import price almost kills it.

CHUCK ROCK

VIRGIN ● £39.99 ● Tel 081 960 2255 — 88%

Chuck's main weapon against five levels of dinosaurs is his belly-butt. He uses rocks as stepping stones and to kill baddies. Cheerful graphics, vertical and leftward sections and puzzle elements make this highly playable.

COOL SPOT

VIRGIN GAMES ● £39.99 ● Tel 081 960 2255 — 86%

The red dot from 7-Up cans has to rescue spotty chums. Fizz-blasts dispatch crabs, mice, frogs and birds, small spots give essential coolness. Very slick but too similar to the superior *Global Gladiators*.

DECAPATTACK

SEGA ● £39.99 ● Tel 071 373 3000 — 80%

Become a Mummy and use its heads to free an island! One head extends from the stomach, the other's found under a rock then thrown, boomerang fashion. Power-ups aid the quest against equally strange adversaries. The idea and graphics are great but it's too easy.

EX-MUTANTS

SEGA ● £34.99 ● Tel 071 373 3000 — 85%

As Ex-Mutant Ackroyd or Shannon, hack into mutants and rescue your mates from a slimy mutant boss. Comic-book graphics and cool sampled sounds complement easy-to-get-into, hard-to-master gameplay.

THE FLINTSTONES

SEGA ● £39.99 ● Tel 071 373 3000 — 87%

Fred's family and friends have lost various items and it's down to him to recover them. He clubs dinosaurs and clings to ledges, later travelling by car and train. Great cartoon graphics and engaging action.

GALAHAD

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 77%

Galahad's a vulnerable chap — *anyone* would be, set against these tough monsters. There's a neat selection of swords and armour but not enough continues. Gameplay grows on you, perhaps not quick enough.

GLOBAL GLADIATORS

VIRGIN ● £39.99 ● Tel 081 960 2255 — 94%

Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platformers there is.

HOME ALONE

SEGA ● £39.99 ● Tel 071 371 3000 — 62%

As loveable home-alone Kevin (well, would *you* take him on holiday with you?!), sledge around outdoors, invent weapons from household objects and set burglar traps. Good options and sound but gameplay's very repetitive. Original but flawed.



HUMANS

IMAGITEC ● £39.99 ● Tel 010 305 935 3995 — 83%

Using different implements and types of caveman, traverse from platform to platform till the end of the level where a new invention awaits. Sounds simple but *Humans* is a unique brain-bending platform game.

INDIANA JONES AND THE LAST CRUSADE

US GOLD ● £39.99 ● Tel 021 625 3366 — **83%**

As punching, whipping, leaping Indy, work your way through five levels to retrieve the Holy Grail. You start in caves, looking for a cross (remember it from the Indy-as-a-boy scout section of the movie?), then run across the top of a train (ditto) and move on. Platform puzzles, blandly-coloured but well defined sprites, crisp FX and a sizeable challenge.

JAMES BOND: THE DUEL

DOMARK ● £39.99 ● Tel 081 780 2222 — **80%**

One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, nice sounds, realistic animation and four tough levels make Bond's mission a success.

JAMES POND II

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **86%**

As the cyborg Pond, negotiate countless screens in a bid to save Christmas. Pond squashes himself into a ball to kill enemies and stretches his mid-section to reach high platforms. Superlative graphics, sound and gameplay.

JEWEL MASTER

SEGA ● £34.99 ● Tel 071 373 2222 — **74%**

To free Mythgard from Jardine the Mad, use magic rings separately or combined for offence and defence. Backgrounds, sprites and sounds are all dull. Dumb assailants and samey gameplay. A wasted concept.

KID CHAMELEON

SEGA ● £39.99 ● Tel 071 373 2222 — **82%**

Sucked into a video game, Kid headbutts blocks and jumps on monsters. A variety of masks give different identities and extra powers. Kid's sprites give flavour till gameplay builds up and takes the lead. Enough to keep you busy.

LITTLE MERMAID

SEGA ● £34.99 ● Tel 071 373 3000 — **78%**

Play music to scare away sea creatures as you search for merpeople. When things get tough, call a fishy friend for help! Great graphics and soothing music set the Disney atmosphere. Best for younger players.

QUACKSHOT

SEGA ● £39.99 ● Tel 071 373 3000 — **91%**

Donald's on a globe-trotting treasure hunt and hops along platforms, 'plungering' enemies before plundering the goodies. Superb sprites and animation; this near-classic has enough depth for all the family.

RISKY WOODS

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **74%**

As robed Rohan, rescue monks, negotiate platforms and gather weapons. Terrific graphics but temperamental controls and a tiring onslaught of enemies is irritating. 'Kill or cure' pick-ups don't help.

ROLO TO THE RESCUE

ELECTRONIC ARTS ● £39.99 ●Tel 0753 549 442 — **93%**

The elephant jumps on enemies and collects keys to free beavers, squirrels, moles and rabbits from McSmiley the Circus Master. Freed animals follow Rolo then use their distinctive talents individually. Cute, colourful graphics and deep, addictive platform action. A legend in its own buntime.

SONIC 2

SEGA ● £39.99 ● Tel 071 373 3000 — **95%**

A two-tailed fox helps Sonic speed around levels, collect rings and stop Robotnik. Play as Tails or in a two-player split-screen race. The bonus sections involve running down a twisting 3D tube; technically impressive and a lot of fun. Back-grounds are bright and smooth-scrolling, sprites are full of character.

STRIDER II

US GOLD ● £39.99 ● TEL 021 625 3366 — **83%**

With a laser sword and spider-like abilities, acrobatic Strider takes on impressive robotic adversaries on the way to the evil Master's lair. Great speech, tough levels but versatile controls.

TALESPIN

SEGA ● £34.99 ● Tel 071 371 3000 — **68%**

Baloo and little bear pal Kit are really crate! They've gotta find ten on each level and fire balls at baddies. An air battle breaks up simplistic yet frustratingly difficult gameplay. Pleasant graphics don't save it.

TAZ-MANIA

SEGA ● £39.99 ● Tel 071 371 3000 — **89%**

Taz is an egg lover and hears a rumour of a valley where a species of legendary birds still live. Their yummy eggs in mind, Taz jumps, spins, growls and eats his way through levels. Authentic Warner Bros cartoon graphics with sounds to match really make this game. Although it's a touch easy, its originality and character make it a classic.

TINY TOON ADVENTURES

KONAMI ● £39.99 ● Tel 081 429 2446 — **91%**

Buster Bunny and his wacky companions star in an ultra-slick mixture of *Sonic* and *Super Mario World*. It's as fast as it is addictive; you're hooked as soon as you start. One of the best.

TOKI

SEGA ● £19.99 ● Tel 071 373 2222 — **73%**

Toki the Ape spits fireballs at enemies as he searches for his girl and a spell to restore his humanity. Happy music and good sprites spur things along, but although it's easy to get into, it gets repetitive.

WONDERDOG (CD)

CORE DESIGN ● £44.99 ● Tel 0332 297797 — **89%**

WonderDog races through seven levels, throwing stars at odd animals. Wings, happy pills and bones are collected and secret levels found. Superb sprites and animation, smooth eight-way scrolling and hum-along CD sounds.

WORLD OF ILLUSION

SEGA ● £39.99 ● Tel 071 371 3000 — **91%**

Mickey Mouse and Donald Duck use magic sheets to blow away assailants. Teamwork and special features help them. Superb sprites and animation, loads of tunes and addictive play are only tainted by relatively low lastability.

Puzzle Games

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Sherlock's digitised video and Krusty's winning cartoon sprites!

CLUE

SCULPTURED S/WARE ● £39.99 ● Tel N/A — **54%**

'It was Professor Plum, with the candlestick, in the study.' Amusing graphic interludes and a variety of remarkably fitting tunes but you can't beat the real board game.

GREAT WALDO SEARCH

THQ ● £39.99 ● Tel 0101 818 591 1615 — **25%**

Magnifying glass icon at the ready, search for scrolls and bonuses then the bespectacled drip in the scarf — Waldo. Even bearing in mind its for children, *Waldo*'s horribly simple.

JEOPARDY

GAMETEK ● £39.99 ● Tel 0101 305 935 3995 — **40%**

Well presented but questions soon repeat and have an American bias. Answers have to be entered letter by letter and spelling errors aren't excused; computer players aren't afflicted. Jolly music, though.

KRUSTY'S SUPER FUN HOUSE

FLYING EDGE ● £39.99 ● Tel 0962 877788 — **93%**

Position blocks, tube sections, fans and springs to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find.

LEMMINGS

SEGA/SUNSOFT ● £39.99 ● Tel 071 373 3000 — **81%**

Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

SHERLOCK HOLMES (CD)

ICOM/SLEUTH ● £44.99 ● Tel N/A — **86%**

Consult suspects and colleagues, travelling around Olde London as you do so, and reconstruct one of three crimes from the facts you glean. FMV and CD sound lend credibility and humour.

WHEEL OF FORTUNE

GAMETEK ● £39.99 ● Tel 0101 305 935 3995 — **62%**

A tiled wall hides a (supposedly) familiar phrase. Spin the wheel to set a cash value and pick a letter. If it's in the phrase, the letter's revealed. Guess till your wrong or solve the puzzle. Dull sound, dull graphics, dull gameplay...

Racers

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead…

SUPER MONACO GRAND PRIX 2

SEGA ● £34.99 ● Tel 071 373 3000 **88%**

The original was great, this is better. In addition to 16 'real' tracks, Senna designed two special tracks and had snippets of his speech digitised. Speed and scrolling are top notch and the car handles well.

CHAMPIONSHIP PRO-AM

T RADEWEST ● £39.99 ● Tel 0101 903 874 2683 **70%**

An angled aerial view scrolls to track remote control-style trucks. Steering's relative to the car so controls are confusing. Fun when mastered but tracks are samey.

FERRARI GRAND PRIX

FLYING EDGE ● £39.99 ● Tel 0962 877788 **61%**

Five control systems, five custom cars, choice of weather, two-player split-screen game, realistic race series… This has plenty of features but the game itself is plain and too unforgiving.

HARD DRIVIN'

TENGEN ● £34.99 ● Tel 081 780 2222 **68%**

Fast 3D graphics portray the wild tracks, cars and trucks in this accurate coin-op conversion. It's a race against time and the Phantom Photon but a mere two tracks mean it doesn't match up to today's standards.

JAGUAR XJ220 (CD)

CORE DESIGN ● £39.99 ● Tel N/A **65%**

A split-screen display accomodates two players, if desired, and a track editor allows the position of your own curves, dips and obstacles. The soundtrack's brilliant but perspective's questionable — as is playability.

LOTUS TURBO CHALLENGE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **81%**

A split-screen display from the traditional racing viewpoint where a selection of tracks and weather conditions await. The two-player game's simply brilliant and provides many laughs, so if you want a head-to-head racer…

MICRO MACHINES

CODEMASTERS ● £39.99 ● Tel 0926 814132 **90%**

Steer miniaturised vehicles around odd courses such as a breakfast table, bath and garden path, viewed from above. Colourful graphics, smooth scrolling and superb controls make *MM* one of the most playable racers.

OUTRUN

SEGA ● £19.99 ● Tel 071 373 2222 **55%**

Long in the tooth and lack lustre nowadays. Choose your path across the States and put your foot down, taking in the colourful backgrounds, excellent music and speech. Limited courses and shallow gameplay are its downfall.

OUTRUN 2019

SEGA ● £37.99 ● Tel 071 373 3000 **51%**

It runs at fine speed but roads twist unconvincingly and roadside obstacles jerk into view. The futuristic setting offers nothing new and tracks follow predictable patterns. The yawns soon follow.

ROAD BLASTERS FX (CD)

WOLFTEAM ● £39.99 ● Tel N/A **81%**

You're out for revenge! Sometimes staggeringly-fast cartoon animation is used for both through-the-windscreen and cutaway action. Wild stunts to make you gasp and versatile controls, for this type of CD game.

ROAD RASH II

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **86%**

If you were born to be wild, head out on the highway astride a high-tech cycle, clubs and chains at the ready. Good 3D and sense of movement, a lot of fun and a big challenge. Don't buy if you have the original.

SUPER HANG-ON

SEGA ● £19.99 ● Tel 071 373 3000 **79%**

The age-old aim: reach checkpoints in time. The road scrolls quickly and smoothly and the illusion of movement's convincing. The only fault is the bike's a little sluggish to handle, but at this price who's complaining?

SUPER OFF-ROAD

BALLISTIC ● £29.99 ● Tel 081 877 0880 **68%**

Drive small but perfectly formed 4x4 trucks around rugged single-screen courses. Computer opposition is too tough and although you can update five vehicle attributes, it doesn't help

TEST DRIVE II: THE DUEL

BALLISTIC ● £39.99 ● Tel 081 877 0880 **65%**

A Ferrari, Porsche and Lamborghini are at your disposal in a race against the computer to Rusti's Garage. The cars handle well but the scenery's so dull you may as well be stationary.

RPGs

A land to free, a magical item to find, a galaxy to liberate! In-depth adventures all have their rewards — and Virgin's high-tech *Corporation* gets 91%!

ADVENTURES OF WILLY BEAMISH

DYNAMIX (CD) ● £39.99 ● Tel 0734 303322 **58%**

As American schoolboy Willy, escape detention then get into surreal scrapes with your sister and dead grandfather. Cartoon graphics, fully characterised speech but horrific loading times cripple amusing gameplay.

BUCK ROGERS

ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 **82%**

Various space-faring alliances face one another as Buck selects a crew of various skills. Plenty of gameplay and detail for RPG fans but more could've been made of the scenario.

CADASH

TAITO ● £32.99 ● Tel 0101 708 520 9280 **60%**

Become a fighter or mage and go a-roving! Pretty slowly, mind you, and you'll be hard-pushed to find the roleplaying elements. You're left with a weak platform game with nicely drawn but poorly animated graphics.

CORPORATION

VIRGIN ● £39.99 ● Tel 081 960 2255 **91%**

It's you versus robots and mutants. Superlative 3D rooms and corridors and a host of gadgets firmly set the atmosphere. Defence systems are shut down with a mixture of firepower and logic. A massive challenge.

HOLLOW WORLD

SEGA ● £59.99 ● Tel 071 373 3000 **67%**

Scour the newly-formed Hollow World for threats. Villagers are nattered to, armour and weapons upgraded and special objects discovered. Nice graphics but no atmosphere and little to keep the experienced adventurer busy.

RINGS OF POWER

ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 **85%**

Travel on foot and by Dino, Landbeast and boats to find the Rod Of Creation. Slick programming and great isometric graphics are the first attraction, in-depth tasks and a massive challenge follow.

SHINING IN THE DARKNESS

SEGA ● £34.99 ● Tel 071 373 3000 **89%**

The duff storyline is forgotten when the superbly designed and coloured graphics flash onscreen. Magic and different fightings tactics defeat monsters, lateral thinking's needed at other times. One of the best Sega RPGs.

SUPER HYDLIDE

SEGA ● £19.99 ● Tel 071 373 3000 **47%**

Small ugly graphics are a bad sign. You die frequently for no apparent reason, then run out of time and patience. RPG afficionados will find enough to stay occupied but there are better on the market.

Shoot-'em-up

Whether aboard a helicopter, space ship or plane, or running along as a soldier, robot, wizard or cop, blasters have as many victims as they do fans.

AFTERBURNER III (CD)

CRI/SEGA ● £39.99 ●Tel 071 373 3000 **63%**

A CD sequel to the coin-ops. Jet fighter sprites look good and move realistically but ground graphics are crude and dull. There's great music and effects but not enough to do. Spend your loose change on the real thing.

ALIEN 3

PROBE ● £39.99 ● Tel N/A **92%**

Part exploration, part shoot-'em-up, slaphead Ripley's got her work cut out for her. Aliens are on the prison planet she's crash-landed on and have taken several prisoners, er, prisoner. Ripley has to rescue them before chest-bursters make it a moot point but Aliens are everywhere. Grisly graphics and superlative sounds set the scene for a heart-stopping battle. Be quick on the trigger but keep an eye on your ammo.

ATOMIC RUNNER

DATA EAST ● £39.99 ● Tel 0101 408 286 7080 **66%**

Detailed, original backgrounds mix ancient artefacts with technology. But great graphics do not a game make: it's unimaginative, controls are very awkward and 15 continues put paid to lastability.

BIO-HAZARD BATTLE

SEGA ● £39.99 ● Tel 071 373 3000 **82%**

Aside from its toughness, it's the unusual creepy-crawly enemies (hence the 'bio') which set this aside from the average blaster. Sprites are superior, backgrounds a touch bland, but it's playable.

DEATH DUEL

RAZORSOFT ● £39.99 ●TEL 0101 405 843 3505 **30%**

Great pics between levels but graphics are otherwise childish in this cursor-controlled shooter. Duff FX, restrictive controls and boring gameplay. Taking potshots at cowardly monsters ain't fun...

DESERT STRIKE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **92%**

Pilot an Apache 'copter on five taxing missions, taking on (and out) anti-aircraft units and SAM sites. Scouring the landscape for extra ammo, armour and fuel is as important as the shooting and leads to numous worrying moments. The missions are well put together; superb sprites, responsive controls and realistic effects bring them to life. A classic blast.

EMPIRE OF STEEL

FLYING EDGE ● £39.99 ● Tel 0962 877788 **72%**

You're set against Motorhead — blast seven shades of **** out of Lemmy! Om, sorry, you set against the Motorhead *Empire*. Well shaded parallax backgrounds, oodles of weapons, pumping tunes, great effects and speech, compact sprites... A pity it's so easy!

FINAL ZONE

RENOVATION ● £39.99 ● Tel 0101 408 982 2700 **73%**

As Howie Bowie (sic), climb into a powersuit and stomp through seven war zones. Controls are a pain and plenty of wandering and repetition is required. Dull backdrops, good sprites but there's often slowdown. Missed potential.

FIRE SHARK

SEGA ● £19.99 ● Tel 071 373 3000 **62%**

Strange: you fly a bi-plane yet can acquire three-way fire, Wide Shot and Super Shot — a four-way laser! Scrolling's smooth but backgrounds are similar, sounds are irritating and it's too easy and unexciting.

GALAXY FORCE 2

SEGA ● £19.99 ● Tel 071 373 3000 **42%**

Once, it was an impressive, expensive coin-op, with flashy hydraulics and 3D. Now it's a cheap and pretty nasty cart. The ship handles badly, there's sprite flicker and an irritating voice babbles at you during tunnel sections. Too easy.

GLEY LANCER

NCS ● £39.99 ● Tel N/A **79%**

On paper it's a standard scrolling shooter — power-ups, end-of-level craft etc — the only difference being a selectable permanent add-on. Good use of colour, infinite continues and a *hard* Hard setting. A good, slick blast.

G-LOC

SEGA ● £39.99 ● Tel 071 373 3000 **75%**

Don't expect anything as flash as the coin-op, but as a straight-laced shoot-'em-up, *G-LOC*'s entertaining. A fast, smooth blast with sampled voices, realistic effects and presentation pics.

GYNOUG

SEGA ● £19.99 ● Tel 071 373 3000 **81%**

A graphic treat: smooth, parallax-scrolling backgrounds, dazzling ripple effects, big, well animated enemies and no slowdown. The sounds aren't bad and the six levels will keep you playing.

HELLFIRE

SEGA ● £34.99 ● Tel 071 373 3000 **92%**

A galaxy-saving mission, various power-ups and end-of-level motherships. So far, so predictable. But the ship has unique directable firepower, which adds strategy, and gameplay's very tough, in an unputdownable way.

JUNGLE STRIKE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **94%**

The sequel to *Desert Strike* is a 16 Meg monster! Rather than just an Apache, this time you pilot a Comanche helicopter, combat hovercraft, Stealth fighter and Special Forces motorbike to stop a madman. Campaigns take place not only in jungles but in Washington and deserts (deja vu!). The graphics and sound are staggeringly realisitic and the missions are all challenging and fun. Superb stuff.

MERCS

SEGA ● £19.99 ● Tel 071 373 3000 **83%**

Jog along vertically-scrolling levels, *Ikari Warriors*-style, and let fly with various collectable firearms. Seven brightly-coloured levels provide an unoriginal but playable challenge.

MUSHA

SEISMIC ● £39.99 ● Tel N/A **70%**

Unusual frog-like robot armour flies up few but lengthy levels; by the time you're used to them, you run out of game! Great visuals — big, colourful, smooth scrolling — but too easy and unoriginal.

PREDATOR 2

ARENA/ACCLAIM ● £39.99 ● Tel 0962 877788 **63%**

A Predator's on the loose but Harrigan's on his tail. He blasts drug dealers and finds hostages on isometric 3D levels before the alien makes things difficult. Small sprites and bland backdrops, unoriginal and unexciting gameplay.

SEWER SHARK (CD)

SONY ● £44.99 ● Tel 0101 310 858 3777 **84%**

Fly along FMV sewer tunnels, blast Radigators, bats and assorted mutated creatures while keeping an ear open for directions. It's great to look at and the digitised actors perform well, but lastability isn't good.

SMASH TV

ACCLAIM ● £34.99 ● Tel 0962 877788 **72%**

Explore the single screen rooms of a futuristic gameshow. One of the novelties is the ability to fire in one direction while running in another, vital for survival. A flawed conversion.

SPACE HARRIER II

SEGA ● £19.99 ● Tel 071 373 3000 **55%**

The original began the trend for hydraulic chairs and cabinets in the arcades. Blastin' nasties and dodging obstacles has limited appeal as their patterns are soon learnt, but at this price it's okay as a piece of nostalgia.

SUNSET RIDERS

KONAMI ● £39.99 ● Tel 081 429 2446 **84%**

Back in the Wild West, one or two bounty hunters pump mean cowboys full of lead, collecting ammo and cash along the way. Its lighthearted graphics and gameplay are appealing.

SUPER FANTASY ZONE
SEGA ● £39.99 ● Tel 071 373 3000 **90%**
Cute, bold and *very* colourful graphics hit you between the eyes! Spare parts and weapons shops are very necessary to survive this fast, tough shoot-'em-up. Addictive, take-no-prisoners blasting at its best.

SUPER THUNDER BLADE
SEGA ● £19.99 ● Tel 071 373 3000 **36%**
In its day, the coin-op's graphics wowed gamers, but the same was never true of the MD's. Slow, jerky movement detracts rather than adds to the weak gameplay.

THE TERMINATOR
VIRGIN ● £39.99 ● Tel 081 960 2255 **79%**
First in 2029 then back in 1984, Kyle Reese defends Sarah Connor from a Terminator. There are plenty of ladders and stairs to negotiate and even more foes to blast. *Terminator* fans will love it, others should try it first.

TERMINATOR 2
ACCLAIM ● £39.99 ● Tel 0962 877788 **92%**
Direct gunsights and blow Terminators to scrap metal, but remember to collect ammo and gun coolant. This *Op Wolf* update is the best of its kind. Superb graphics, raucous sound and non-stop action. Even better with the Menacer.

THUNDER FORCE IV
TECNO SOFT ● £39.99 ● Tel N/A **88%**
Following three respectable shoot-'em-ups, it's no surprise this is one of the best blasters around. Other than some slowdown, there's nothing to fault but plenty to enjoy. Stunning graphics, high quality sounds and addictive gameplay.

THUNDERSTORM FX (CD)
WOLFTEAM ● £39.99 ● Tel N/A **72%**
A cartoon view from an attack chopper is overlayed with a gunsight, used to blast terrorists. *Thunderstorm FX/Cobra Command* is already looking crude compared to new releases.

TWIN COBRA
SEGA ● £34.99 ● Tel 071 373 3000 **52%**
It uses the changing icon method of power-ups — the weapon you get depends upon its colour when collected. Average graphics and sound but plenty of levels to keep you busy, if you can stay interested.

TWINKLE TALE
WAS ● £39.99 ● Tel N/A **91%**
Viewed from above and just behind the hero, there's an arcade adventure feel to the varied level designs and a numb feeling in your fingers after you tackle end-level guardians! For both beginners and experienced gamers.

UNIVERSAL SOLDIER
ACCOLADE ● £39.99 ● Tel 081 877 0880 **63%**
Armed with an automatic gun, laser whip, power lines and gyroscope mode, find yet more weapons as you destroy waves of dull mechanical opponents. An above-average platform blaster based very closely on *Turrican* but a disappointing licence.

ZERO WING
SEGA ● £19.99 ● Tel 071 373 3000 **74%**
Up against Cat's forces (no, not from *Red Dwarf*), you can use a tractor beam to grab enemies and launch them at others! Good use of colour, cool explosions and weapon effects, but gameplay's run-of-the-mill.

Sports

Balls of all sizes, shapes and textures feature in these games, the hockey, boxing and multi-event cart breaking the pattern.

THE AQUATIC GAMES
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **77%**
James Pond and his 'Aquabat' chums compete in running, jumping, seal-minding, shell-flipping and kipper-feeding events. Graphics are gorgeous, sounds are superb, but there's limited enjoyment, even with a few players.

ARCH RIVALS
FLYING EDGE ● £39.99 ● Tel 0962 877788 **71%**
A conversion of a two-on-two coin-op (the second basketballer controlled by the computer), it features superb cartoon intermissions but gameplay foibles. Limited gameplay against the computer, fun with a friend.

BULLS VS LAKERS
EASN ● £39.99 ● Tel 0753 549442 **77%**
Options up to yer eyeballs and a versatile control system ain't enough. It's a struggle to get into then is too samey to keep you interested. Some good animation and FX but odd music.

CALIFORNIA GAMES
SEGA ● £19.99 ● Tel 071 373 2222 **74%**
Up to nine players compete or practice half-pipe skateboarding, footbag, surfing, rollerskating and BMX racing. The different control methods are soon mastered but this mixed bag of events soon loses appeal.

CAL RIPKIN JR BASEBALL
MINDSCAPE ● £34.99 ● Tel 0444 246333 **66%**
Although there's not much of it, the crystal-clear speech is the only thing to differentiate this from the crowd: Exhibition, League and Home Run games, 18 teams, pitching variables, stick man fielders…

DAVID ROBINSON'S SUPREME COURT
ACCLAIM ● £34.99 ● Tel 0962 877788 **57%**
Manual player selection and difficult stealing make defence a pain but beating the computer's easy. The court flips 45° at the halfway line, confusing all games. Aesthetically pleasing but the gameplay's lacking.

EURO CLUB SOCCER
VIRGIN ● £39.99 ● Tel 081 960 2255 **78%**
Control any of 170 teams, enter the five-round European Cup then aim for the ultimate: the Super Cup. The action's viewed from the stands and all three buttons are used. Once you've got the hang of it, it's playable.

EVANDER HOLYFIELD'S BOXING
SEGA ● £49.99 ● Tel 071 373 3000 **79%**
Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy-to-use controls, large boxers and realistic controls. Expensive and superceded by *Muhammad Ali* but give it a go.

FLAMING DODGEBALL KID
SEGA ● £39.99 ● Tel 071 373 3000 **76%**
Similar in appearance to volleyball, the basic idea's to hit members of the second team with the ball, timing your shots with its flashing. A worthwhile alternative sport and well represented by sizeable Japanese cartoon graphics and changing backgrounds. Give it a play.

GRANDSLAM TENNIS
TELENET ● £34.99 ● Tel N/A **63%**
Plenty of options: design a character, practice shots, compete in exhibitions, play doubles… All buttons are used but text book plays and tactics don't work. Bland graphics are the plain vanilla icing on the stodgy cake.

HARDBALL III
ACCOLADE ● £39.99 ● Tel 081 877 0880 **63%**
Although the rhythm's often mechanical, the running commentary adds life to this baseball sim. Piles of options but menus are used in gameplay, too. Expect more strategic elements than fast-paced sport.

JENNIFER CAPRIATI TENNIS
RENOVATION ● £39.99 ● Tel 0101 408 982 2700 **84%**
Oodles of options, nifty FX and smooth character and ball movement get Jenny's game off to a great start. The variety of shots, tournaments and two-player option make it the best MD tennis game.

J GLANVILLE'S FOOTBRAWL
RAZORSOFT ● £39.99 ● Tel 0101 405 843 3505 **59%**
American Football with a barbarian slant. The pitch is littered with tree stumps and rocks, the indoor arena has trap doors and *more* rocks. If you're doing badly, a bunch of ogres climb out the crowd and help you. However, it can work the other way around, too. The cartoon violence gives a few laughs but the gameplay's basic.

JOE MONTANA II
SEGA ● £34.99 ● Tel 071 373 2222 — **76%**

Joe is John's rival to the American Football crown The controls aren't as good as *Madden*'s, the zoom function's confusing and there's no play-offs. On the positive, graphics and sound are good, gameplay's suitably hectic.

JOE MONTANA III
SEGA ● £39.99 ● Tel 071 371 3000 — **80%**

Poor old Joe! This game doesn't put a foot wrong — plenty of options, several viewpoints, great graphics and heaps of quality speech — but still plays second fiddle to *John Madden '93*. Aaaahh! You have to feel sorry for him.

JOHN MADDEN '93
EASN ● £39.99 ● Tel 0753 549442 — **87%**

When EA beefed up '92's graphics, added more speech, stats, battery backup system and classic teams, they created one of the best sports sims ever. If you're even mildly interested in American Football, purchase this forthwith!.

JORDAN VS BIRD
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **55%**

The biggest names in basketball go head-to-head. Presentation's high but the sprites are sometimes blocky and gameplay's simply boring. One-on-one is the basis of a sub-game, *not* an entire cart.

MARIO LEMIEUX HOCKEY
SEGA ● £39.99 ● Tel 071 373 3000 — **49%**

A Mario game on Sega! But this namesake is no gaming star: players are sluggish, the control system's tricky and you spend half the time trying to find out who you are. Nice to look at, bad to listen to.

MUHAMMAD ALI BOXING
VIRGIN ● £39.99 ● Tel 081 960 2255 — **87%**

The greatest heavyweight boxer lends his name to the greatest boxing game! Naturally, the aim is to become champ, although exhibition bouts can be organised. Presentation, graphics, sound and gameplay are of the highest calibre.

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **78%**

Funny aliens and crafty demons add variety and humour to this vertically-scrolling American Football spoof. Pitches are dull but big sprites portray inevitable, enjoyable violence.

NBA ALL-STAR CHALLANGE
FLYING EDGE ● £39.99 ● Tel 0962 877788 — **63%**

The basic concept's a loser: it's one-on-one. Worse, some of the sub-games (as in 'way below par') are simpl.y shooting practice. There are clear digitised portraits and realistic animation but lastability's low.

NHLPA HOCKEY '93
EASN ● £39.99 ● Tel 0753 549442 — **84%**

Fights and the Sin Bin join team and player stats; the top 50 slappers have special moves! Professional presentation, EA's usual wide array of sport options and realistic graphics and sound; a top-notch sim.

OLYMPIC GOLD
US GOLD ● £39.99 ● Tel 021 625 3366 — **80%**

Hurdles, the 100 metres, pole vault, diving, swimming, archery and hammer throwing — not quite the full Olympics but their controls are easily mastered. Superb with the full complement of four players.

PGA TOUR GOLF II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **73%**

Restrained visuals and an upmarket approach mix well with comprehensive options and clever features. A 'skins' game and 'draw and fade' facility help bump this onto the 18th green.

POWERBALL
NAMCO ● £39.99 ● Tel 0101 408 496 6371 — **30%**

A future version of football, blandly-drawn teams from around the globe compete on a dull pitch. It's difficult to see who's got the ball but you're unlikely to have it long, anyway.

PRO QUARTERBACK
TRADE WEST ● £39.99 ● Tel 0101 903 874 2683 — **52%**

This attempts to steal Madden and Montana's thunder with fancy 3D perspective — which doesn't work! The number of plays is limited and their selection is confusing. It's fast, fun to watch and the music's funky.

RBI BASEBALL 4
TENGEN ● £39.99 ● Tel 081 780 2222 — **89%**

Large sprites, smooth movement and quality sound make this a treat. A spread of options, numerous teams to choose, piles of stats and easy to learn controls complete the happy picture.

SIDE POCKET
DATA EAST ● £39.99 ● Tel 010 408 286 7080 — **73%**

The game's pool, Nine Ball and Pocket against another human, Trick Shot Challenge and a States-skipping solo Pocket game. The latter soon sets horribly high target scores but the two-player option's always fun.

SPEEDBALL 2
SEGA ● £39.99 ● Tel 071 373 3000 — **90%**

In a smooth-scrolling metallic arena, teams battle it out for possession of a metal ball. Collect coins to improve the team. Manic gameplay and great presentation. One of the best two-player sports games.

SUPER HIGH IMPACT
ARENA ● £39.99 ● Tel 0962 877788 — **79%**

Smart speech and pulse-pounding effects increase atmosphere in this crunching American Football game. It's aimed at newcomers to the sport and adds aggression with its Hit-O-Meter. Worthy of attention.

WINTER CHALLENGE
ACCOLADE ● £34.99 ● Tel 081 877 0880 — **80%**

Gather up to nine friends, choose nationalities and enter luge, downhill and cross-country skiing, bobsled, speed skating, slalom, biathon and ski jumping. The events vary in quality but feature realistic animation and 3D scenery.

WORLD CLASS LEADERBOARD
US GOLD ● £39.99 ● Tel 021 625 3366 — **63%**

US Gold gave up their snap-hook graph in favour of a fancy circular one for MD *Leaderboard*. Control is a hit-and-miss affair with the new device. Blocky graphics and weak sounds but there are plenty of courses and game types.

WORLD CUP ITALIA '90
Sega ● £19.99 ● SF8 — **59%**

Get England into the final! Viewed from above, about a tenth of the pitch is shown at any one time. The graphics are colourful and movment's speedy, but with only three kicks to master, it won't keep you playing for long.

Strategy

Organise your troops, plan your moves, distribute resources… If your the type who thinks before they act, the following games should be right up your street.

KING SALMON
TOKAI ● £39.99 ● Tel N/A — **57%**

There's nothing fishy about this being in the strategy section. Bait type, line length and depth, where to fish… even the arcade sections require thought. Remarkably enjoyable but not for long.

MEGA-LO-MANIA
VIRGIN ● £39.99 ● Tel 081 960 2255 — **90%**

Somewhere in space, flamboyant gods struggle for control over epochs. Devote manpower to mining, invention, defence and combat. The icons are a touch confusing but speech is excellent and gameplay unsurpassed.

MONOPOLY
SCULPTURED S/WARE ● £39.99 ● Tel N/A — **51%**

As in the board game, go round and round the board, deciding which property to buy and where to put houses. It's well presented and easily played but nowhere near as satisfying as the real thing.

POWERMONGER
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **70%**

An in-depth version of *Populous*, men are recruited, land is farmed and power struggles develop in a war against computer commanders. Massive depth but the control system cripples the gameplay.

WARRIOR OF ROME II
MICRONET ● £39.99 ● Tel N/A — **56%**

Walk in Caesar's sandles and prevent the rebellion which killed him. Train men, organise troops, build colosseums and fortresses before going into combat. It takes a lot of time and patience but the two-player option helps.

classifieds

for sale

■ Sega Master System with 16 games plus joystick (boxed), Sonic 2, Populous, Wonderboy 3, Prince Of Persia. Good condition, £175 ono. Ring (081) 692 9838.

■ Games! Games! Games! The Legend Of Zelda £17, Duck Tales £25, Turtles £30. Ring Andrew on (0779) 78390, 8–8.45am or 7–10pm.

■ Master System II with six games, joypad and joystick. Plus Game Boy with 5 games and carry case, £95 ono. Tel (0285) 831573 after 5pm.

■ Game Gear boxed, includes AC adaptor, battery pack, carry case, amplifier. Also includes seven top games, all boxed. Worth over £300, will sell for £180 ono. Ring (051) 531 0752.

■ Sonic 2 (English cart) sell £20. Adaptor for Jap and USA carts, sell £10. Contact Graeme at (0509) 412919 (weekdays), 4pm to 6pm.

■ Sell Sega Force Issue 18, Sega Megatech 17, Sega Power 40 and 43, for a bargain £4. Phone (0986) 873456. Also HardBall 3 to swap for Speedball 2, Terminator 2.

■ Amiga 500, Action Replay Mk3, £200 worth of games. Asking £150 ono. Will swap for Mega Drive and at least two games. Tel (0932) 232560.

■ An unopened packet of hair dye. Colour, Honey Blonde. Anyone interested, contact Paul Wooding at Impact Magazines!

■ Game Boy for sale, with eight games, carry case, light, magnifier, all leads, worth £300. Mega Drive Menacer, three games, Mickey and Donald Last Battle, Sonic, six-game cartridge, two pads, £180 ono. Ring Tim on (021) 427 6409.

■ UK Mega Drive, two joypads and 15 games, including Fatal Fury, Road Rash 2, Streets Of Rage II, Ecco, £395. Phone Andy on (061) 430 2444.

■ Jap carts, Quackshot £20 + XDR £15, for Mega Drive, both boxed. Phone Paul on (061) 976 2203 after 4.30pm.

■ Game Boy and eight games for only £100 ono, worth £200+. Will swap for five MD games. Games for sale £18 & £23 each, phone Peter on (0232) 625330.

■ RPGs for sale, Phantasy Star II £20, Shining In The Darkness £20, Phantasy Star 3 £25, Dungeons & Dragons £25. Tel (0274) 621731 evenings.

■ SNES, two joypads, F-Zero, Probotector. Unwanted Christmas presents, desperate to sell. A bargain at £50. Phone (0734) 833441 and ask for David.

■ Master System, mint condition, control pad, 11 games including Sonic 1 & 2, Populous. All games boxed with instructions, worth £250, going for £150 ono. Ring Matthew on (0942) 723712.

■ Sega Master System with joystick, light gun, 3D glasses, nine games including Sonic, all boxed and with instructions, £100. Phone (0694) 722005.

■ Sega Master System II for sale with three games (Heavyweight Champ, Alex Kidd, Pro Wrestling), two joypads, £90 ono. Phone Stuart on (0203) 365341.

■ Master System for sale, six top games, two control pads, boxed, sell for £80 or swap for a Mega Drive and one game. Call Peter on (0278) 683245.

Small Ads

Car boot sales. Only the British are mad enough to stand dithering in the rain on a Sunday morning, selling old lampshades and ironing boards from the back of a Ford Capri. Now, with SEGA FORCE MEGA, you can hold your very own sale (well, sort of) in the comfort of your own home! We've goodies galore and a whole lot more (eat your heart out Saachi and Saachi). Our small ads are, er… small, and they're, oh yes — free!

■ For sale: One knitted steering wheel cover, purple in colour. Any takers, Mat Yeo's waiting to hear from you!

■ Master System for sale, with 9 games incl Sonic 1 & 2, Lemmings, Asterix and The Simpsons. Only five months old, will sell for £200 or swap for a Game Gear and games. Contact Richard Gill, 56 Kirkgate, Shipley, W. Yorkshire BD18 3EL

■ Sega Master System II for sale under a year old. With 10 games, a joystick, two control pads and some Sega mags. All for £200 ono, worth over £300. Ring Ben on (0689) 873340, boxed, excellent condition.

■ Game Gear for sale with four games, G-LOC Devils, M Mouse, Taz and AC adaptor, £135 ono. Phone James on (0245) 222341.

■ Game Gear, 13 games, adaptor, Wide Gear, Sonic, Sonic 2, Shinobi, Donald Duck, GP2, Lemmings, Streets Of Rage and many more. All boxed, all with instructions, original value £450. Less than a year old. Absolute bargain at only £220. Phone Francis on (081) 546 7446.

■ KUMQUAT! Now that's got your attention, pin back your lug 'oles! Our small ads won't cost you a penny. Just find things to sell, they don't have to be Sega related, fill in the form, bung it in an envelope and send it to our small ads department. Couldn't be simpler! Well, it could. We don't really *need* to have a small ads section. We *could* have two pages of 'join the dots', but this is much more fun. Hmmmm…that inflatable dart board of Ade's needs a good home…

■ Mega Drive, 15 games, three joypads, one joystick, Pro Action Replay cart, and dust cover, all worth £800+, sell for £500. Call Adrian on (081) 679 1618, offers.

■ Jap Mega Drive, two games, Batman Returns and Pit Fighter with cases and booklets, £135 ono. Or swap for a SNES. Tel (0234) 349968.

■ Atari 800XL disk drive, tape deck, joystick, mags, manuals all boxed, worth over £300, sell for £100. Ring Alan on (0449) 79522 after 4pm please.

■ Game Gear for sale, plus six top games including Sonic 1 & 2, Batman Returns, Streets of Rage, wall adaptor, car adaptor, battery pack, all for £180. Ring James on (0532) 609588 between 4-6pm.

■ Jap Mega Drive, PAL or SCART, power pack, two joypads, one turbo pad and games. Offers invited! Ring Kevin on (081) 539 0385.

■ For sale, boxed telescope. Tasco with six eyepieces, magnification 525 x 60 with original instruction manuals with solar and moon maps £95. Contact Ricky on (081) 368 7486.

■ Sega Game Gear, six games including Sonic 2 and Super Monaco, mains adaptor, all for £140 ono. Contact Richard on (0772) 725936.

■ Sega Master System II, six games, Sonic, Alex Kidd, Basketball Knightmare, Chess. Two controllers, three months guarantee left, worth £180, will accept £90 ono. Tel (0273) 417912.

■ Mega Drive games Mega-lo-Mania, Moonwalker, Altered Beast, Phantasy Star II, £15 to £30. Call (0935) 20380.

■ Sega MS, 14 games including Super Kick Off, Taz, Gauntlet, and various role playing games. Bargain £80 ono. Sorry not boxed (081) 570 0654.

■ Master System II with two joypads and six games including Sonic 1, Tom & Jerry, Alex Kidd games, Indiana Jones, Moonwalker, will sell for £100. Phone Ruth on (0970) 611213 after 6pm (Tues-Thurs).

■ Mega Drive games: Road Rash II, Rolo to the Rescue, £30, Super Off Road, Strider (Jap), Magical Hat (Jap) £25, and others. Atari Lynx II £50. Tel (0925) 266068. Ask for Gav.

■ Master System II, with two joysticks, one joypad and 15 games, all boxed, worth £400+, sell for £300 ono. Phone Adam on (0234) 351605.

■ Selling Master System II with seven great games including Lemmings, Asterix, Psycho Fox, Soccer, R. Mission, Strider, also two controllers and gun, £80. Ring (0206) 322485.

■ Master System II, two control pads, carry case and 11 games including Sonic 1 & 2, Taz-mania, Lemmings, Golden Axe. Worth £240 sell for £120 ono. Tel (0252) 879351.

■ Master System II, 12 games, one pad control stick, infra red pad, light gun, rapid fire unit all for £250. Write to Gary Milne, 57/6 Stevenson Drive, Edinburgh, Scotland.

■ Mega Drive for sale, Ghouls 'n' Ghosts, WWF Wrestlemania, Speedball II, all £20, Dick Tracy, £15. Phone Marc on (0384) 221359.

■ Mega Drive and three games, Sonic 1 & 2, Streets of Rage. All boxed with instructions, plus Pro-Pad, £130. Tel (0865) 243095.

■ Mega Drive for sale with Sonic 2 and Terminator and 2 joypads, one with slo-mo etc, sell for £100. Phone Stewart at (0772) 752225.

■ Hello! Game Gear, seven games, AC adaptor, still boxed, perfect condition, buyer must collect. Tel (0946) 66277, how can you refuse, only £130.

■ For sale: GG Taz-mania £20, Mickey Mouse £15. Boxed with instructions. Call (0494) 813529.

■ Game Boy for sale, with eight games, carry case, light, magnifier, all leads. Worth £300, sell for £145 ono. Tel (081) 399 3540.

■ Game Gear games for sale. Ninja Gaiden £10, Monaco GP, Woody Pop £5 each. The lot for £18. Also Mega Drive games list. Please write to: K Lampard, 25 Scott Avenue, Gt Amwell, nr Ware, Herts.

■ Sega Master System II with joystick and nine games, including Sonic 1 & 2, Lemmings and Champions of Europe. Sell for £100 ono. Phone Phil on (0695) 33428.

■ Spectrum games for sale. Bart, Golden Axe, Barbarians, TMHT and Techno-Cop. Worth £45, sell for £15. Ring (0902) 758331.

■ For sale 3 x 3 Eyes video £8, old computer mags, various kinds and Game Gear Columns instructions £1. Tel William on (071) 701 8171 after 6pm.

■ 'Oh Lordy, Jane, I can't find a copy of Sonic 2 anywhere in the shops!' 'Don't worry, Sue. Why not do what I do? Have a gander at these small ads. You never know your luck, someone out there in magazine land *may* just have a copy they want to get rid of. When I was searching for a side-winding thermal body-belt, this is the first place I looked. In the space of five minutes, I found one!' 'Cheers, Jane. You're a life saver!' 'Thanks, Sue, I try my best!'

■ Game Boy for sale includes link lead, head phones, instructions, £45 ono. Please phone Alex on (0737) 352627. I can deliver. You must live locally.

■ For sale C64 games titles include Golden Axe, and Midnight Resistance, buyer must collect. Phone (0606) 853575 ask for Gareth. Games are £1 each.

■ Sega Master System light gun, joystick and pad, 25 games, including Casino Games, Action Fighter, Chop Lifter, California Games. £220 ono. Phone Emlyn on (0724) 711349.

■ Sega Action chair, excellent condition for use with Mega Drive, will sell for £50 ono. Phone (0257) 464122.

■ Game Gear, 23 games including Sonic 1 & 2, Lemmings, Batman, Gear Converter, mains adaptor, worth £500 will sell for £350. Write to Mick, 63 Abingdon St, Alleston, Derby, DE24.

wanted

■ Mega Drive games. Krusty's Fun House. Does anyone have any Master System games on card? Willing to pay up to £20. Send list of games to 125 Seaview Terrace, Edinburgh EH15 2HQ.

■ Wanted: second-hand Game Gear, rechargeable battery pack. All prices considered. Write to Adam Setterfield, 9 Brecon Square, Ramsgate, or phone (0843) 595685.

■ Wanted: Master System games, Alien 3 and Super Kick Off, boxed with instructions, will pay up to £15 each. Tel (0270) 882566.

■ Master System carts. Joe Montana Football, Pitfighter, Vigilante, Flintstones, Super Kick Off, Double Dragon. Will pay £12–15. Phone Steve after 4pm on (0531) 633725.

■ Second-hand Game Gear rechargeable battery pack. All prices considered. Write to Adam, Setterfield Square, Ramsgate, or ring (0843) 595685.

■ Wanted: Amstrad GX4000, any games considered. Write to Tim Graham, 17 Nent Grove, Hexham, Northumberland.

■ All Super Nintendo and Mega Drive games and consoles in pack or single. Cash paid, private buyer. Tel Raj on (0850) 899129 anytime.

■ Does anyone have any Master System games on card? Willing to pay up to £2. Send list of games to 125 Seaview Terrace, Edinburgh EH15 2HQ

swap

■ I'll swap my Wrestlemania, Thunderforce III or Sonic for Micro Machines, John Madden 92, Alien 3, Rolo to the Rescue, Toki, Splatterhouse 2 or Super Off Road. Must be in Kent area. Phone (0732) 844414.

■ Wanted: Lotus Turbo Challenge. Will swap Streets Of Rage II, Terminator, Gynoug or Mercs. Phone Dan on (0602) 756527. No time-wasters please!

■ Swap Sonic and Altered Beast for one of the following: Atari Lynx II or PGA Tour Golf 2 and one other Mega Drive game. Call Calum on (0659) 58382 after 6pm on weekdays please.

■ I will swap my pyjamas with flame-proof buttons for a copy of MD Streetfighter II. No time wasters please. Genuine, first-time ad. Write to Adrian Pitt, Impact Magazines, Ludlow, Shropshire SY8 1JW.

■ Wanted Amiga 600 and games. Will swap for Mega Drive with Master System adaptor and 11 games including Sonic 2, Rolo, Robocod, Chuck Rock. Tel (0482) 799607.

■ Swap Desert Strike, Streets of Rage 2, for Road Rash 2, Another World, Mega-lo-Mania, Global Gladiators, other good titles considered. No crap please. Write to Colin at 36 Seal Craig Gdns, Altens, Aberdeen, Scotland, AB1

■ Swap for SNES or Mega Drive games, (or will sell) all Mean Machine's Mega books and most issues of Mean Machines. Phone Lee on (061) 798 8241.

■ Will swap Game Gear and seven games, including Sonic 2, carry case, MS converter and AC Adaptor (worth £300+), for Amiga and games (printer?). Phone Danny on (0286) 881314—now!

■ Swap Lemmings (Game Gear) for Spider-Man (Game Gear). Must be boxed with instructions. Phone (021) 446 6048 and ask for Phil.

■ Swap MS Castle Of Illusion for Asterix, Wimbledon or Lemmings. Ring (081) 644 4895 after 4pm. Ask for Mark.

■ Swap Commodore 64, light gun, 40 games including Turbo Outrun, and New Zealand Story & cash adjustments for Super Nintendo with game and control pad. Ring (0564) 826385.

■ Mega Drive swaps. Streets of Rage 2 for Global Gladiators, Lemmings for Tiny Toons, PGA 2 for Fatal Fury, New Zealand Story for Rainbow Islands, plus many more rated 85% and over. Call Steven on (0768) 899773. Cheers!

■ Swap your used Mega Drive games. Only £3.50 per swap. Games must be UK, boxed, with instructions. Phone Mark on (0443) 442138 after 6pm.

■ Game Gear games: Mickey Mouse £20, and swap Chase HQ for Fantasy Zone, also MD Revenge of Shinobi for SOR2. Call (081) 878 3708.

■ For Master System will swap either Double Dragon or Pro Wrestling for Super Kick Off. Call Jonathan on (0531) 670912.

■ Swap Mega Drive games UK, two to choose from. I want Alex Kidd, Rainbow Islands, also willing to swap for SNES games. Contact (081) 368 7486.

■ Mega Drive Dick Tracy boxed with instructions only three months old in good condition. Want to swap with Pitfighter or Terminator. Phone Michael on (0274) 834176 after 5pm.

■ Will swap my Master System with light phaser, control pads, AC adaptor, Sonic, Enduro, Super Kick Off, Strider, Ninja, World GP, Super Tennis and Teddy Boy for your Atari ST. Write to James, 18 Kirkswold Rd, Glasgow, Scotland, G43.

■ Mega Drive games, Ecco, Desert Strike, Spiderman, John Madden 92. Swap any for Corporation, Mega-lo-mania, Populous, Gods, Impossible Mission, Immortal, Buck Rogers. Call Paul on (0438) 748509.

■ I will swap my Master System with 11 games, two pads and phaser for Mega Drive, with 4-5 games. Phone Adrian on (0531) 632745 after 4pm.

■ I will swap Sonic 1, Super Thunderblade, Terminator, Outrun or Arrow Flash for Streets of Rage, Mario Lemieux Hockey, Two Crusade Dudes or Road Rash. Ring Steven on (0651) 862688.

■ Swap Alien 3 (MD) for any of the following; Chuck Rock, Corporation, Dragon's Fury, LHX Attack Chopper, Thunder Force 4. Phone (0409) 241375 and ask for Ross.

■ I'll swap my Sega Mega Drive with six games including Robocod, Road Rash, Golden Axe, mint condition, boxed for Amiga. Just phone Musselburgh 6650770 after 6pm and ask for John.

■ Will swap Menacer gun for 2 MD carts - anything considered. Tel Chris on (0603) 810082.

■ Will swap my Sega Mega Drive with two games for Super Nintendo with a game. Phone Dan on (0926) 54202, after 6pm.

■ You may think nobody will want your 48k Spectrum. You've probably given up all hope of flogging your ZX81. Why not try swapping 'em? Actually, who'd be fool enough to want to swap 'em? Oh well, worth a try!

pen-pals

■ Sixteen-year-old girl seeks male friend. I really like sexy older men. Please send a photo if possible. Write to Kerry Curran, 30 Myreside Ave, Kennoway, Fife, Scotland, KY8 5EH.

■ Hello! I'm 11 years old and would like pen pals, boys or girls. Write to Adrian Pomroy, 26 Romney Close, Clacton on Sea, Essex, CO16 8YE.

■ Eleven-year-old boy wants a male or female pen pal who hates Nintendo. Please write to Matthew Elliott, 72 Bishops Way, Canterbury, Kent, CT2 8PS. Please enclose a recent photo.

■ Can 'Runny Bum' who wrote to 'Hot Lips' please write again? I was in hospital having my appendix out, so couldn't reply!

■ I'm a nice 10 year old girl who wants a male pen pal. Write to Vicky Watson, Sydmonton, Highland Rd, Badgers Mount, Sevenoaks, Kent.

■ Hi! Twelve-year-old boy wants female pen pal. Send letter to Richard, Coltsfoot, Yeoland Lane, Yelverton, Devon.

■ Hello! Fourteen-year-old wants male pen pals. All letters answered. Please write to Samantha Resuggan, 69 Ringwood Dr, Rubery, Birmingham, B45.

■ Kevin from Crawley, you didn't include your address. I've got that recipe for Toad in the Hole. Please write. Sharon.

■ I'm a 13-year-old boy who wants a male pen pal of same age. Write to Graeme, 27 Enderby Ave, Carr-Mill, St Helens, Merseyside, WA11 9JN.

■ Yo! Thirteen-year-old Mega boy seeks Mega girl age 12-15, sexy and into metal or pop write to Andy Burgess, Shandell, Little Chalfont, Bucks, HP8 4BS

■ Hi! Thirteen-year-old girl from Scotland, wants male and female pen pals. Write to 17 Foulsykes Rd, Wishaw, Lanarkshire, Scotland, ML2 8PE.

■ Thirteen-year-old boy wants to be pen pal with M/F friends. Please send photo. Write to Gary Pietras, 52 Wescott Rd, Wokingham, Berkshire, RG11 2ES. Must like Kris Koss or 2 unlimited. Must be 12-13, too.

■ Fourteen-year-old boy looking for beautiful, sexy girl of about the same age. Must like fun and physical activities. Write to Richard Gilbert, 70 Repton Rd, Orpington, Kent, BR6 9HU.

■ Karen, write again. I think I love you. Don't tell Harold, he's got my REM records. Dave.

user clubs

■ Pen Pal Club! Don't delay! Join for just £5, payable by cheque or postal order. Contact Paul on (0772) 796489.

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Coming next issue...

In next month's issue of SEGA FORCE MEGA... (bit bland —Ade). Errrr, right. In next month's star-spangled, action-packed, die-hard encyclopaedia called... (a trifle tacky, methinks —Ade). Ahem! In next month's... (too half-hearted—Ade). Ho-hum. Hey, folks! Have we got a skipful of laughs for *you* next month? (Think I preferred the first one —Ade.)

Right! That's it! It's all yours, Mr Pitt: I'm off for a two-week back-packing holiday on the Isle of Wight... (But Mat — come back! We love you! Mat? MAT?! Right, nut-brittle features, I'll show you...)

In the next issue of SEGA FORCE MEGA, we've got huge reviews of *B.O.B*, *Techno Clash* and *General Chaos* from Electronic Arts. There's *Populous II* from Virgin, *International Rugby Challenge* from Domark, *Summer Challenge* and *Warp Speed* from Accolade. Brace yourselves for *Final Fight* on Mega-CD, MD *Splatterhouse 3* and Sega's massive Mega Drive RPG, *Shining Force*.

We *could* be interviewing the stars of *Jurassic Park*, chatting to Sly Stallone about his up-and-coming blockbuster, *Demolition Man*, or having a good old gossip with Nanette Newman about her new single, *Fairy Cross the Mersey*.

More tips than you can point a pokey stick at and laughs a-plenty with Gutter Snipe and his star guest, Clive Middlemass from Basingstoke. All this and much, much more, in next month's star-packed skipful of encyclopaedias, SEGA FORCE MEGA (mickey-taking fop! —Mat). Yeah, but I'm lovely with it...

THE WAR ROOM

THE NEXT ISSUE OF SEGA FORCE MEGA IS ON SALE 22 JULY. YOU'LL WEE YOUR PANTS, YOU REALLY WILL!

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